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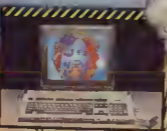
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Bio Challenge — the first French import from Palace



Heaven return with Stormlord — platform action



## COMPETITIONS WIN A PC ENGINE + CD ROM + GAMES! 26

Yee Ha! You ring us, you write to us, you demand more and more information. The PC Engine has got you all in a tiz and you can hardly even buy it. But you can win it, courtesy of US Gold...



## GHOSTBUSTERS GOODIES 59

Win tokens and forward goodies to all of them — with the name Real Ghostbusters on them. See what happens when a Girl Who gets filmed!

### EDITOR — GRAHAM 'MR T' TAYLOR

New to C&VG, but no stranger to computer games, Graham has previously worked, at the Editor's desk of Sinclair User, where he used his authority to ensure he got all the fab arcade adventures to review



### DEPUTY EDITOR —

JULIAN 'JAZ' RIGNALL Jaz has played so many video games it would make your hair stand on end. Well that's the effect it's had on his scalp! He can usually be found knocking up some infernally high score on one of his many console games



### ART EDITOR — ANDREA 'LOVELY' WALKER

When she's not taking care of C&VG's good looks, Andy can often be found with her mirror and compact, maintaining her own reputation for being the prettiest art editor in the entire office. Likes shooting things



**THIS MONTH'S COVER:** Jerry Parry  
**EDITOR:** Graham Taylor **DEPUTY EDITOR:** Julian Rignall **ART EDITOR:** Andrea Walker **STAFF WRITER:** Paul Glancey **ADVERTISING MANAGER:**



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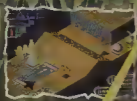
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## WELCOME TO C&VG

**T**his issue of C&VG is somewhat different. We've made some pretty big changes based on your comments in letters and reader surveys. So out go a couple of sections (we'll spare the blushes of the pages concerned) and in comes more colour and more space for the pages you tell us you like most.

### THE MAIN DIFFERENCES

- Mean Machines and Coin ops are getting more colour and more pages.
- Adventure gets a complete face lift and an expanded tips section.
- Giant Previews section.
- Reviews get more information on more versions and more pictures.
- New look covers
- Money off 16 bit discounts.
- Giant tips section.
- Loads of other things we'll leave you to discover for your self. . .

### 16-BIT AND 8-BIT

C&VG will continue to cover the hottest games on both 8-bit and 16-bit. We'll always give you the latest news, previews and reviews on the games that really matter. Whenever possible reviews will carry a screen by screen analysis of what's happening at crucial moments in the game and 99% of our reviews will be in colour.

We'll cover any game we think is important, format doesn't matter, quality does. We're sure you'll see Spectrum only and Amiga only reviews along with multiplatform coverage.

### FREE THINGS

**W**e have some spectacular ideas planned for the next few issues. There'll be POSTERS LIKE YOU'VE NEVER SEEN BEFORE and something EXTRAORDINARY closer to Christmas. More news later on.

### WHATDYATHINK?

**L**et us know what you think about the new look C&VG. Good or bad we are really interested in your comments — anyone who says anything really interesting will be sent a load of software (so tell us your machine!) Send your comments to: 'Me and My Mates all think C&VG's really . . .' Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

## BUG REPORT

**W**e plan to start a new section called **BUG REPORT** and we need your help. If you've bought a game recently and you find a bug in it we want to know. Here's what to do:

- 1) Make sure it really is a bug and not just you being crud at playing the game! (Some people's bugs are other peoples not reading the instructions properly)
- 2) If you are sure it's a bug fill in the coupon below and send it in to C&VG Bug report, Priory Court, 30-32 Farringdon Lane, London EC1 3AU. The FIRST person to report a NEW BUG will get £10.

### WHAT HAPPENS THEN

We'll start printing lists of the bugs found in games with telephone contact numbers for the companies responsible. With luck the whole thing will build up to a definitive bugs list and if you buy a new game that you suspect has Bugs you'll be able to check it out against the list and demand an updated version.

### BUG REPORT FORM

Name .....  
Address .....

### I'VE FOUND A BUG IN:

(Name of game) .....

On (machine) .....

### BRIEF DESCRIPTION OF

BUG .....

LEVEL .....

WHAT HAPPENS .....

# KICK OFF



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\* Option to practice and learn ball control, take corners and practice penalties.

\* 6 Skill levels, International to Sunday League. The levels of both teams set separately. The ultimate challenge is the defeat of the star studded team of Internationalists by the Sunday League of no hopers. A super human test of skill and concentration.

\* One or two players option. \* 4 distinct tactics.

\* League competition for 1 to 8 players. Load and Save League facilities.

\* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.

\* Amazing ball simulation takes account of the ground and air friction. Direction changing breeze at the higher skill levels.

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# REVIEWS INDEX

## NEW-LOOK REVIEWS

If you're already had a quick flick through the mag, you'll have noticed that the reviews have had a serious face-lift. Rather than just cover one version, we're rating all the versions we can get our grubby mitts on. One particular version is taken as the reference game, and any differences between it and the other versions are highlighted in the status boxes for your machine. Now you won't ever need to worry about whether the version for your computer is good or bad — C+VG will tell you exactly how it is.



## THE REVIEWS

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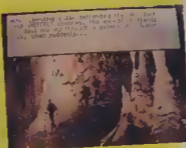
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## THE RATINGS

When a game is reviewed, we give ratings for five different criteria.

### GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

### SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects aren't appropriate or atmospheric.

### VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words — is it worth the price?

### PLAYABILITY

This tells you how addictive and enjoyable the game is — the higher the rating, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE MARKS

### 85+

A C+VG HIT! An outstanding game that shouldn't be missed.

### 70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried though.

### 40-69

Varies between below average to fairly good. Could not appeal to fans of the genre.

### 10-39

Generally a poor game that mightn't even appeal to the most ardent fans.

### 9-

Ugh! A ghastly travesty to buy for your worst enemy.

# INDIANA JONES

## AND THE LAST CRUSADE

### INDIANA JONES — THE GAME

All the Indiana Jones film so far have been licensed by computer game manufacturers — mindscape bought the rights to the Indiana Jones character and produced their own game based loosely on *Raiders of the Lost Ark* called *Indiana Jones and the Lost Temple*, and

BY US GOLD/LUCASFILM

**H**e's back! That whip-totin', fedora-wearing', snake-fearin', cool-leather-jacket-sportin', danger, it's your-face-I-laugh-in hero has returned to kick some Nazi butt. Heads roll. Some sex. Plenty of fighting. Motor Vehicle crashes galore. Julian Rignall says check it out.

### THE FILM

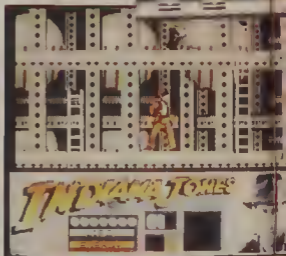
*Indiana Jones and the Last Crusade* features Harrison Ford (who else!) in the starring role as everybody's favourite hero, and Sean Connery (everybody's favourite James Bond) as Dr Henry Jones, Indy's father. Characters from *Raiders of the Lost Ark* returned to the screen once again, with Denholm Elliot, John Rhys-Davis, Julian Glover and Michael Byrne appearing as Marcus Brody the museum curator, Indy's friend Sallah, industrialist Walter Donovan and Vogel, the evil German SS officer respectively. And once again Industrial Light and Magic have been commissioned to produce some very special effects.

As you can imagine, it's japes and scrapes a go-go with Indy careening from one highly dangerous situation to another. Just the sort of stuff we expect from our Indy.

The *Indiana Jones* story first started back in 1977 when *Star Wars* director George Lucas was discussing his ideas of a new type of hero with friend Steven Spielberg. Three years later his ideas came to fruition, and shooting began on *Raiders of the Lost Ark*. The film busted serious numbers of blocks.

Four years later, a sequel was released, entitled *Indiana Jones and the Temple of Doom*. It featured more high adventure, more stunts and even more action.

And now the latest Indy adventure is set to hit the streets — *Indiana Jones and the Last Crusade* — and it promises to deliver even more action than its predecessors. If I were a block I'd be expecting a serious busting any day now



Astar/Lucasfilm Computer Game Division created a **Temple of Doom** arcade game, which in turn was converted to home computers by US Gold. And it's US Gold who've picked up the license to the latest Indy film, in association with Lucasfilm Computer Game Division.

There are two versions of the game being programmed, the Indy story game is being produced by Lucasfilm in America, while the action game is being written here in the UK by Tiertex.

The UK game is a multidirectionally scrolling, multi-screen, multi-level platform affair in which the player takes the role of Indiana Jones. Because the film isn't being released until May 25th in America, Lucas Films aren't giving any of the plot away so you'll just have to try to guess



hordes of mindless space monsters would you believe us? Probably not.

The game is looking very promising, with more platform jumping and Nazi-walloping action that you can shake a bullwhip at. The graphics are crisp and nicely detailed, and there's an excellent digitised plucky of Indy chucked in for good measure. We're also promised sampled sound from the film. What more could an Indiana Jones fan ask for!

Both **Indiana Jones and the Last Crusade** games will be released at the end of the Summer. Watch out for reviews in forthcoming issues of C&VG. As ever, we'll have it first, you'll see it and read about it first.

**JULIAN RIGNALL**

it from the screenshot! (Or fly off to America to see the film when it launches.) Put it this way if we said that Indy goes off into space and does battle with



# REVIEW

► SPECTRUM, C64

**T**imes are hard for fairyfolk. An evil queen is moving in, and she's started her despotic rule by imprisoning all the fairies in the land and posting hordes of creepie-crawlies to guard them. Only one pixie can conquer the queen and save the faunes in time, and that pixie is Stormlord.

His Hi-Bounce boots and rapid-fire thunderbolt casting abilities make Mr Stormlord a natural for dealing with dangerous horizontally-scrolling platform shoot 'em up situations like this, and he sets to with a will, blasting any worms,

BY HEWSON



▲ Typical Cecco classy sprite detail.

# STORMLORD



dragonets and flies that crawl out of the shrubbery. Hold down the fire button and, VA-VOOM!, you unleash his magic sword which whizzes across the screen, destroying all in its path. The blasting isn't constant, appearing only when you venture into certain parts of the landscape, but when it does come, you really have to get that trigger finger going!

To finish each stage, you have to collect a quota of fairies, who are languishing in the most inaccessible places. Rescuing each fairy requires a wee bit of

problem solving, picking-up-objects-and-using-them-in-the-right-location vein nature. Don't panic, though, the connections you have to make between objects and situations are fairly straightforward, but they're still substantial enough to give your ego a boost when the solution finally dawns. When all the level's fairies are in Stormlord's capable pockets, he has to play for an extra life in The Subgame. In it, you blow kisses at flying faunes, who fall in love and drop a fairy tear when hit. Pick up ten tears and an extra life is

▲ Suspended in mid air. What's that pixie doing there?

C64	£9.99
The 64 Cybernoid programmers make good again. Just beats the Spectrum version on playability due to some slightly clearer graphics.	
OVERALL	89%

## UPDATE

Expect an Amiga and ST version very soon, both with super duper graphics and sounds, and equally exciting gameplay

yours. How sweet.

Not that this is a game for softies, mind. Raf Cecco has once again done the Spectrum proud with a superb blend of arcade and adventure, mixing just the right amount of both. Sprites and backdrops are good and colourful, and everything moves very smoothly. Hearty sound effects, cute jingles and a rousing opening score keep the speaker cones bouncing.

Nick Jones, the guy behind the C64 Cybernoids, has programmed Commodore Stormlord, with the aid of graphics man, Hugh Bins and the Maniacs of Noise, and they've made a damned good job of it. Graphically excellent, aurally superb and completely addictive gameplaywise, it's bound to be a hit. Probably the best 8-bit arcade adventure I've seen this year.



▼ A locked door... should have got the key first!



## SPECTRUM £9.99

GRAPHICS	85%
SOUND	82%
PLAYABILITY	88%
VALUE	82%

Another terrific arcade adventure from Raf Cecco, who once again shows there's life in Clive's old dog yet.

OVERALL 87%

# Software Classics

## COLLECTABLES



"Game of the Year finalist" British Micro Computing Awards

"If ever there were a game that could be accurately dubbed arcade quality, this is it." - PCW  
Amiga, PC, Atari ST C64/D



"Legacy of the Ancients is the best role playing game" - Commodore Computing International

"9 Endurance, 8 Toughness, 1 Overall" - Commodore User

C64/D, NEW on PC



"Adventure Game of the Year" - Computer Leisure Awards '86

"9/10" - Your Sinclair  
90% - Amstrad Action

Amiga, Atari ST, PC, C64  
C/D, Spectrum & Amstrad



"4/5 Value, Graphics, Appeal" - PC Plus,

"85%" "Skyfox II is great." - TGM

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## Archimedes Revisited

There is a computer which makes the Amiga and ST look like toys — a computer which outperforms your Sega, Nintendo and PC Engine consoles in every respect and which uses technology that will probably be standard — in ten years' time. It could be the best games computer ever made. It's the Acorn Archimedes.

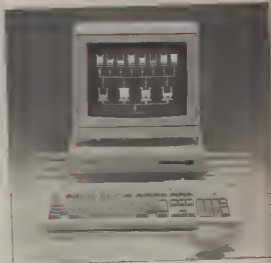
Trouble is, everyone regards the Archie as a 'serious' computer — just what you might expect from the company responsible for the BBC B and Master 128 machines. At the sort of prices the Archie sells for, ranging from around £1,000 to £2,500 depending on the spec, it's limited to educational and business markets.

But now there's feverish speculation that Acorn may be on the verge of signing an agreement with Amstrad, by which the main boards of the Archimedes are repackage as a games machine at around £399. This would certainly put the pressure on the ST and Amiga, because the Archimedes has the potential to blow them out of the water.

### TECH SPECS

What is it about the Archimedes which is so revolutionary? When Acorn's Research and Development team decided to create a computer for the 90's (that's the 1990s, not nonagenarians) they rejected the idea of improving an old technology using established processors like the Z80, 6802 or even the 68000. They started from scratch and created a whole new processor — ARM.

The Acorn Reduced Instruction Set Computing Machine is at the cutting edge of computer development. The idea behind RISC is that the processor has a very small library of simple commands at its disposal. For more complex tasks it simply combines a number of commands. By eliminating the rare complex commands, the processor can work faster on the common ones.



▲ Lean, mean RISC machine.

ARM also uses 32-bit architecture, which handles data faster than 16-bit or 8-bit machines.

The combination of RISC and 32-bit architecture results in a computer which is, frankly, flipping fast; the Archimedes can work at 4 MIPS — million instructions per second — and Acorn technicians claim to have made it go up to 18 MIPS in certain circumstances. On standard benchmark test, that's up to eighteen times faster than the ST, Amiga, or PC. Phew!

▼ Archie graphics are stunning.



	ST	Amiga	Archimedes
CPU	68000	68000	ARM
Clock rate	8MHz	7.14mhz	4 or 8 MHz
Graphics	640x400 mono resolutions	640x512 16 col 640x700 4 col	640x512 mono 640x256 16 col Many others
	320x200 16 col	320x512 32 col 320x256 32 col	640x256 256 col
Palette			
Colours	512	4096	4096
Sound	3 channels mono MIDI fitted	4 channels, stereo MIDI optional	8 voice stereo MIDI optional

## GRAPHICS

Of course, it's not enough just to be fast; a good games machine has to offer decent graphics, too. The Archimedes, which is partially designed to be compatible with many other 32-bit machines, has a different graphics modes. Most work with a standard monitor, but at the higher resolutions you need a high scan-rate monitor like the NEC MultiSync.

The top resolution is 1280x976, though this is in mono. More typical modes would be 160x256, or 640x256, using 16 colours from a total available palette of 4096.

Since this approaches the resolution of television, it's easy to see that the Archimedes has astonishing potential for hi-res and digitised graphics.

## SOUND

In stark contrast to the blips and beeps of the BBC, the Archimedes has the most powerful sound processor yet seen on a small computer.

Using part of the video processing chip, the Archimedes outputs eight voices, using waveshape data held in 256-byte wavetables. A digital-to-analogue converter handles the output. This gives eight-bit resolution, but uses a logarithmic scale which means that the effective dynamic range is 13 bits at the average sampling rate of 20KHz (top ratio is 31KHz). This compares favourably with commercial sound samplers like the Akai S950, which has twelve-bit resolution at up to 38KHz.

Each voice can be assigned to one of seven positions in the stereo spectrum; output is through the monitor, or via a headphone/amp output.

Existing Archimedes can be fitted with MIDI interfaces, from Acorn or EMR; there are also hardware sound samplers from Armadillo, both sub-£100 for an eight-bit system, and £1000+ for a sixteen-bit MIDIified professional version.

## THE BIG CATCH

The big catch at the moment is, of course, the price. There are two series of Archimedes, which share the same four basic chips: the 300s and 400s, which feature built-in hard disks, memory of up to 4mb and more expandability. The biggest system the A440, costs £2499 plus VAT with a colour monitor.

## THINGS TO COME

Acorn's next launch is rumoured to be positioned between the 300 and 400 series — in other words, between 'very expensive' and 'hugely expensive'. Acorn doesn't appear to have the will to apply ARM technology to the games market. But someone might — someone who specialises in taking developments in technology and repackaging them in an affordable and attractive form. Will we shortly be treated to the sight of Alan Sugar leaping from his bath shouting 'Eureka!'?

John Renwick

As well as shelling out a heap of dosh to buy Telecomsoft from BT, Microprose have signed up the next two Freescape releases from Incentive. These will be the 16 bit versions of the two 3D graphics adventure extravaganzas, Dark Side and The Freescape of the Sphinx. With the first out on the following a month or so later.



On their own label, Incentive are bringing out a potboiler Freescape game, which the Home Computer Club are handling with Spectrum, C64 and Amstrad copies of Total Eclipse and flogging for £11.20. Like Total Eclipse, The Sphinx Inn is set in Egypt and you have an hour to roam the catacombs of a pyramid in search of the 12 parts of a Sphinx, before the sun is once more eclipsed, and BOMZA! the Earth's done for. Knock up a high score and you can enter a competition to win a holiday in Hawaii to watch the real eclipse! Go! What smashing fun!

Over the summer months, charity chain OXFAM is running a software aid appeal to provide food, shelter and medical aid for starving people all over the world. So, if you're fed up with playing Death of the Manderous Mega-Gargoyles from Dimension 16 in 3D, trot on down to your nearest OXFAM, hand it over and say "Hello, OXFAM persin. Here is a game for the OXFAM software sale." It will then go on sale, hopefully making lots of money and filling the bellies on hungry folks everywhere.

Electronic Arts are now knocking out some of their old "classic" games for not a lot of dosh. "The Software Classics" range includes Bard's Tale, Marble Madness, Skyfox 1, World Top Golf, Earth Orbit Stations, Arctic Fox, Legacy of the Ancients, Music Construction Set and The Arc on Collection. These will be available across a host of formats priced at £9.99 for 16 bit disk versions, £6.99 for 8 bit disk versions and £2.99 for 8 bit cassettes.

The next time you're stuck in Police Quest or struggling in Beyond Zork, you don't have to vent your frustration by putting your foot through the screen. Instead just dial the Activision helpline on 0734 311003, and you will find a nice lady speaking to you, Julie Barwick has a direct line to Sierra, Infocom, and Micro-Blisions, so if anyone can help, she can. Oh, and our own Keith Campbell (Sorry Keith).

The C+VG Cock-ups Department report an erroneous mark in last issue's Ps.Land review which resulted in the game getting an overall mark of only 57%. A bit silly really as Phil South liked it lots, and actually awarded it a healthy 77%. Our apologies to all at Grand Slam, but be assured that the person responsible has been hung out in the Ed's garden for the blue tits to peck at.



**Amiga screen**



Listen to the crowd roar as you enter the stadium and take up your position opposite your opponent.

**PC (EGA) screen**



Have you the skill to fight off the furious beloms with your punji-stick?

**C64 screen**



These are some of your opponents. Knock them out and go from round-to-round to the super-league.

**Atari ST screen**



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# KULT



The Temple of Flying Saucers, teeming with grotesque aliens.



So lonely, so desolate and yet so menacing.



Your blood will freeze. Friend. You can never be the same.



Your friends will share of the chilling change in you.



They'll hope you've only been smoking afternoons.



But EXXOS has had a exciting trip. There's no escape. Now YOU are one of the perverts.



ATARI ST  
AMIGA 500/1000/2000  
PC & COMPATIBLES

REPRODUCED  
WITH PERMISSION  
BY THE AUTHOR, BILLY COLE

EXXOS: THE  
ALIEN  
TRAILER: THE ALIEN

# MAIL BAG



## DAILY-WRITE LETTER OF THE MONTH

Dear Yob  
there are five things I would like to ask you. When you receive all these lovely letters, which will you print most?  
do you print printed letters more than written letters?  
do you print more than one letter about the same thing?  
do you print the one who decides which letters to be printed in the Mail Bag or do you leave help from someone else?  
do you print how long a mag takes to be written up and published, and what it sets out to work for the magazine?  
do you print how long have you worked for Yob, and how much do you like working there?  
do you print all the moaning and complaining about people being a piece better than the others I have seen on computers myself one 64k one cpc64 not because

one machine is better than the other, but because I like one to work and use and leave one at home to use and I could not see the point having three computers all the same? yes I did say two computers at first, but with a old Commodore 64 which keeps going wrong and the keys keep sticking, don't really count that why have a new c64k five, please could we have more playmasters and posters please as many people would like list  
sorry that this letter has dragged on so much, you can now wake up just one more thing I would like to say is to Mr Bruno Amorelli this magazine is in no way like a news paper, if you don't like the way it published then stop buying it and shut up complaining  
MORGENS  
NEX KENT

**YOB: I've printed your letter verbatim, so other readers can see the sort of English I've got to read. Have you not been to school recently, or is your typewriter very poorly indeed? Still, to answer your badly-written questions...**  
I choose the letters, and more get thrown away than get printed. Still, the better the letter, the more chance you've got of getting it printed. And if it's really good, I might send you a T-Shirt of some software.

**A**aaaaaaggggh. It's the YOB, Britain's brightest letter answerer. And you'd better agree or you'll end up with a size nine Doc Marten in the goellies. If you think you're hard, and want to write in whh compliments, complaints, questions, statements, jokes, letter bombs or blank cheques, send your scribbles to: YOB'S MAILBAG, C-VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, ECTR 3AU. If the YOB thinks your letter is good enough, he'll send you a T-shirt or software... or something equally fab and groovy. So get writing, you lazy gits!

### A FREEBIE IDEA

Please can you tape a *Hard Drivin* arcade machine to the front of your next issue. A few less pages and an extra 25p to the cover price should be more than enough. Do you like living dangerously? I mean don't you think Garry Williams is a fire risk, on trying to escape his fat purple bloated body would get stuck in a door frame,

preventing escape for the rest of you. I suppose you could throw him out the window and jump on him, but wouldn't this have the same effect as detonating a five megaton nuclear bomb? I am a 20 year old Amiga user who likes ST's and thinks there should be more humour in your excellent mag. I mean one of my letters was printed in Atari ST User so



£50,001.25. If there's ever a fire in the office, we'll throw Gerry onto it, and hit bloated body should smother the flames, so there's no need to worry about our safety.

### I'M NOT A NUMBER

Dear Yob,  
I have completed Last Ninja 2. Could you please write to me and tell me how people have completed it as well as I? MARK BENNETT, LANGLEY, WEST MIDLANDS  
**YOB: Well, it's funny you should ask, but by a strange coincidence I know that fact. You are the 4,677th person to complete the game. I hope you feel much better now.**

surely this cannot fail to get printed.  
**PETER PRIESTLEY, TAMWORTH, STAFFORDSHIRE**  
**YOB: Hard Drivin machine indeed? Do you take us for minging old skintiffs or what? We're giving away a whole amusement arcade on the cover of next month's ish. The only problem is that the cover price has gone up to**

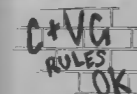
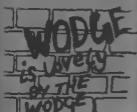
A magazine takes four weeks from start to finish, with the editorial team doing all the work. The ads department simply sit around making the odd phone call.

I'm a newcomer to C+VG, and I love the meg. Can I have a payrise now?

Yes, I do get fed up with the computer one-upmanship. If you're happy with your computer, that's fine. There's no point in whingeing about whether another machine is better or worse. It's pointless.

Paymasters is going to get bigger and better — just watch it grow.

Anyway, to finish. Even though your letter was badly typed, I've decided in my infinite wisdom to send you a stonking good C+VG T-shirt. Wear it with pride and let God's sake pay attention in school.



#### I'VE SEEN A GHOST

I am writing to you about Fax in the April Edition of C+VG. On page nine you had an article about a couple of New Activision games. In the article you said that Data-east's Real Ghostbusters "never made it to UK Arcades". But it did and is in Mr B's Margate Seafront and I have played on a couple of occasions.

Now although it is a three-player game, I personally

find it a bit dull and uninteresting and doesn't have enough action for me. As an ST owner I don't think I'll be buying the home version alas.

Anyway as Margate goes there are about eight arcades in all [three of which are pretty large] so there is plenty of choice, from PacMan and Asteroids to the Real Ghostbusters, Cyberball, Wonderboy III, Splatterhouse and many more not a bad place really. Maybe you should send Julian Rignall there sometime. By the way great magazine good features and great news and not a bad cover either. What a stonker RICHARD NINIM BROADSTAIRS, KENT.

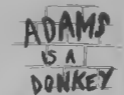
**YOB:** Mr Rignall says that he has also found a Real Ghostbusters machine in Brighton — and also thinks it's dull. He's also been to Margate and says "It's brill". Look for a report in a future issue.



#### WHICH MACHINE?

Dear Yob,  
I own a Speccy, and even though I liked it originally it does rather seem pretty crappy now after reading in your March edition that a Cd-Rom system for the "PC engine" had the power or memory of 1096 Amigas and 11416 Speccies. The problem now is which computer to purchase. I cannot decide out of the ST the Amiga or even some console system like the PC Engine or the Sega Master System. Could you please help me decide out of these wonders or demigods of modern technology. Anyway your mag is amazingly ace, bill and flipping super. **BIFFABACON NEWCASTLE**

**YOB:** It's very easy, you know. First, check your budget. Then find out which software you like the best, and which machine has that software. Then buy the machine. Went everything else that's bleedin' obvious explained?



#### NONBARY TWERP OF THE MONTH

Dear Yob,

Here is an account of nonsense dedicated to your fat friend — Gary Williams That Go Bump In The Night.

Peterborough is a silly wally indeed yes he isn't.

Not really — only joking silly me.

No the real person in heyos no fancy that, well, well in the world hello is.

Oh look there's Dennis Healey with the night left Peterborough thing with question marks on.

Fiobadobabi is my friend and he goes to my nasty pink wallpaper floral thing over my worst. Hello again, nice to see you wearing that ladder I bought for you last Christmas. Oops. I almost forgot, have you met my juggling Tuppence, by the way, peterborough!

This account is totally correct and was written in good faith. Do you want that in writing. **Blab.**

**WEST MIDLANDS**

**YOB:** If I could understand what you've written, I'd send you a T-shirt. But I can't, so I won't.



#### I'M NO FOOL

I am writing to you on a delicate matter. I'm calling you a load of cheats. I reckon the article on the "BRAINSTICK" was an April fool. Well, with the minds of Julian Rignall and Paul "Moosenhead" Glancey on the team wouldn't you be suspicious? Nice looking prototype though. If it needs a home I could offer it one. ...

Bye!!  
**NEIL BACHE STOURBRIDGE WEST MIDLANDS**  
**YOB:** Well ...

#### AN APRIL FOOL

I think C+VG is a great magazine, but it annoyed me to see that the play by mail pages have been reduced to one page a month. Me and some friends of mine like to read the play by mail and the AGM pages a lot, so you understand that we were a bit disappointed. Please get it back to two pages, which the PBM deserves.

Finally, I have read about the "brainstick". I'd like some more information about that incredible new form of game-controlling. I am a great fan of science fiction too, and I have seen the film Firefox, and I liked the idea of steering things with thoughts. You understand that I really want to know more about this.

All I can say now is to keep up the good work and please answer soon.

**JOHAN DE JONG**

**YOB:** Hah! Fooled you — and you fell for it like the horrid PBM player you are! However, you can take some consolation in the fact that you aren't the only gullible person around — Grendel and Microprose phoned in to contact Joseph King who supposedly designed the Brainstick, and were duly told that they'd just fallen for an April fool. Hah!

#### MORE JOKES FOR GAZ

Dear Yob,

Garry Williams is so fat that the life guard had to call him off the beach to let the tide in!

Garry Williams is so fat that he gets his clothes from Rent-a-Tene.

What do you get if you cross Garry Williams with Andrew Lloyd Webber. **FATS**

What do you get if you cross Garry Williams with Adam West and Burt Ward. **FatMan and Robin!**

What do you get if you cross Lora Clark with Garry Williams. **Beauty and the Ouse**

What do you get if you cross Garry Williams with Steven Gutterberg, Tom Selleck, and Ted Danson. **3 men and a flabby!**

**BEN GOLDSMITH.**

**FRODSHAM, CHESHIRE**

**YOB:** They're all pretty crap jokes, really. But I thought I'd print them anyway. Just to annoy C+VG's wobbling pleb of an Ad Manager.

# MAIL BAG



## A WORRIED MATEY

Dear Yob,

Me and I bet plenty of others are thinking is there going to be a 16-bit PC ENGINE. What's the point of going out and buying a PC ENGINE and then the 16-bit one come out.

I am after a PC ENGINE but I don't want to be like the Sega owners thinking that their B bit Sega is not the best. Could you please send me details on the PC ENGINE or put it in your magazine.

Could you also tell me if I bought a PG ENGINE and I had a Hi-Fi system with a compact disc player built in could I load my game into the hi-fi or do you have to buy the PC ENGINE'S CD Player?  
CRAIG HOBSON,  
HOUGHTON-LE-SPRING,  
COUNTY DURHAM

**YOB:** No, as far as I know there aren't any plans to release a 16-bit ENGINE. What's the point — at the moment the Engine holds its own when compared with all current games machines, whether 8 or 16-bit. As for connecting a PC Engine and a CD-ROM unit — don't be a dummy all your life. Of course you can't.



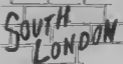
## THE ENGINE IS FAIR

Dear Yob,

I was reading the letters page in the April issue of C+VG when I noticed a letter from somebody called Patrick Coolwijk. He said that many PC Engine games were nothing like the arcade machines that they were taken from. Unfortunately, I haven't had a go on a PC Engine yet so I don't know what the games play like but all the games look identical to the arcades in the screen shots I've seen and every computer magazine says that they are the closest arcade copies they have ever played so I feel fairly sure that this person is completely wrong (or stupid) to put down such a machine in this way.

DANIEL SMITH,  
COPMANTHORPE,  
YORK

**YOB:** To be quite blunt, our Dutch friend was completely wrong AND stupid. The PC Engine is totally brilliant, and anyone who thinks otherwise is a pleb.



## I'M NO FOOL II

Dear Yob,

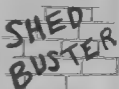
Although it's only the 3rd week in March I was able to purchase April's edition of C+VG. The first thing to grab my attention was the brain stick, WOW, I thought THIS IS MEGA! Could this be possible, thought-controlled games. It had to come one day but I did not think so soon. If it had not been April I would have written immediately for more info. But realized now this is a wind-up on a mega scale. Great idea though, this could be possible one day. My idea is a pair of glasses that relax light from your eye tracking your pupil so it can control the cursor on screen. Imagine a game where you could shoot

## POINTLESS LETTER OF THE MONTH

I'm one of those people that owns an Amiga. I sincerely hope this doesn't make me an 'AMIGA FREAK', as some of your less intellectually endowed readers would put it. To my mind, a freak is a person or animal or plant that is abnormal or deformed, you know, the sort of thing you put in a cage and prod with pointy sticks. As you seem to be grading readers on their English (great idea by the way), I thought it was only fair to point out to these readers what they are actually admitting to.  
**R LEADBETTER  
WITHAM, ESSEX**  
**YOB:** Judging by your handwriting, I'd say that you ARE an Amiga freak. So there. As for the rest of your letter, I can't make head nor tail of it. Perhaps you should be put in a cage and prodded with pointy sticks.

things or steer things just by looking at them  
**JOHN BEASOR,  
WITHYWOOD, BRISTOL**

**YOB:** Yes indeed — it was a wind up . . . but was still managed to fool a couple of software companies and more than a few readers.



## EVEN MORE GAZ JOKES

Here are some Garry jokes for you, Yob.

He's so fat that he wears a watch on each hand, and each one is in a different time zone.

He's so fat that he has to grease the sides of the bathtub.

He's so fat that when he lies on the beach, some one ends up calling Greenpeace.

He's so fat that when he sits around the house he sits AROUND the house.  
**SOMEONE FOREIGN  
BONN**

**YOB:** I have always said that Germans have no sense of humour, and I'm right, if thasa jokes are anything to go by. Still, if any more of you have jokes for Garry, send 'em in to me.

# SUPER TRUCK

## FOR SUPER DRIVERS

Car races, plane races, cycle races – now it's the turn of the truck! In a bid to win the most coveted trucking award ever "The Supertruck Trophy", precise steering, lightning reactions and a clear head will be required to get you through in one piece, play as dirty as the other drivers and remember – time won't always be on your side, so put your foot down!



SPECTRUM



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### TECH DATA

System	Format	Price
Spectrum	Cassette	£7.99
Spectrum	Disk	£12.99
Commodore 64	Cassette	£9.99
Commodore 64	Disk	£11.99
Amstrad	Cassette	£9.99
Amstrad	Disk	£14.99

Engine:	Six Cylinder in 'V' Formation
Max. Speed	1st: 12mph, 2nd: 20mph, 3rd: 26mph,
In Gears	4th: 35mph, 5th: 60mph, 6th: 90mph
Acceleration:	0-30: 8 secs, 0-45: 11 secs, 0-65: 17 secs, 0-90: 26 secs.
Brake	From 25mph ... distance 8.1 mtr.
Performance	From 48mph ... distance 14.3 mtr.
	From 75mph ... distance 27.4 mtr.

FOR THE HUNGRY DRIVERS OUT THERE  
FREE YORKIE BAR OFFER  
**YORKIE**  
SEE PACK FOR  
DETAILS

# REVIEW

## AMIGA ST C64 AMSTRAD SPECTRUM



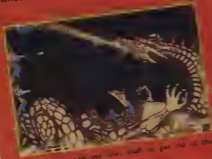
▲ Start at level two. Says it all really



▲ Now the blasting begins — watch out for that phallic object d'art



▲ Nip into the local shop and stock up with some serious weaponry



▲ Now you can use that stuff to get rid of the end-of-level tatty

After two disappointing Christmas releases, *Last Duel* and *LED Storm*, US Gold's Capcom conversion label has returned with a vengeance with home versions of the stunning one or two-player coin-op, *Forgotten Worlds*.

The plot is fairly superficial, merely an excuse for one or two hardened jet-packers to fly a suicide mission deep into horizontally scrolling enemy territory. Complete death and destruction is the order of the day — fill anything that moves full of photon bolts, blast anything that isn't moving, terminate all life forms with extreme prejudice and take absolutely no prisoners.

The jet-packers start the mission with fairly standard plasma guns. When aliens are



▲ Aaagh! Cruise missile — totting lizards.

# FORGOTTEN WORLDS



▲ Forgiven Worlds Spectrum-style.



necessity if you are to survive the alien defence system. Hordes of flying lizards whizz about, aircraft let rip with bullets and ground installations attempt to pump you full of laser fire. Each hit sustained knocks a chunk off your energy bar — and should it fall to zero, the mission ends.

At the end of each of the game's six levels resides a large and grisly guardian which is

▼ A shop.



destroyed to progress to the next level. On level one it's a bio-machine which sits out laser bolts; level two sees an enormous dragon attempt to roast the Intrepid duo, or grab them with his deadly claws.

The going is certainly tough, with fast and furious action and a myriad of creatures, gun emplacements and pieces of machinery to blast into the middle of next week.

On the Amiga, the graphics are wonderful, with beautifully-drawn parallax scrolling backdrops and excellent

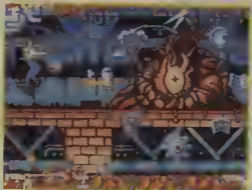
▼ Napalm bombs are brill.



# OTTEN DS



▼ End of level one fun.



blasted, some of them drop blue orbs, which are collected to boost the player's cash total.

Dotted around the landscape are shops, where extra weapons are purchased. There are plenty of groovy add-ons available — mini satellites which follow behind the warriors and emulate their fire, napalm bombs, two-way fire, speed-ups and homing missiles amongst other things. Naturally, the better things are, the more they cost — so spend wisely.

The extra weapons are a

**SPECTRUM £9.99**

*Smooth scrolling and fast and furious action conspire to make a brilliant shoot 'em up.*

**OVERALL 87%**

**AMSTRAD £9.99**

*More colourful than the Spectrum version, and just as playable. Great stuff!*

**OVERALL 88%**

**C64 £9.99**

*The Commodore version is looking good, and should prove a hit with the blasting fraternity.*

**OVERALL 90%**

**AMIGA £19.99**

**GRAPHICS 93%**  
**SOUND 89%**  
**VALUE 85%**  
**PLAYABILITY 94%**

*A rip-roaring conversion that offers fabulous graphics, excellent sound, fast, action-packed gameplay and a brilliant two-player option. Don't miss it.*

**OVERALL 92%**

**ST £19.99**

*The graphics and scrolling may not be as good as the Amiga, but we're promised just as much action.*

**OVERALL 87%**

## REVIEW

alien sprites. It's an absolutely stunning conversion — the best I've seen from US Gold — and is easily THE BEST Amiga shoot 'em up to date.

Spectrum and Amstrad versions are of similar high quality. The graphics are colourful and smooth, and there's plenty of action to keep blast 'em up fanatics on their toes — the brilliant two-player mode is the icing on the cake.

Forgotten Worlds won't be forgotten in a hurry!

**JULIAN RIGNALL**

# GO PC ENGINE CRAZY

▼ Skips are not included.

Now listen, our phones have been ringing their little socks off ever since we started telling you about the PC Engine and CD-ROM. "My local Dixons knows nothing about it!" you cry. "Oh really, that's a surprise," we yawn.

Anyway the fact is it's almost impossible to buy this gear. A couple of C&VG advertisers sometimes have them but that's about it. So,

**YOU'LL JUST HAVE TO WIN ONE!**

That's right. Sitting in the C&VG Offices at this very moment is:

★ One Brand Spanking New PC Engine

★ A gleaming glistening CD-ROM player

★ Two utterly fab games to play on them.

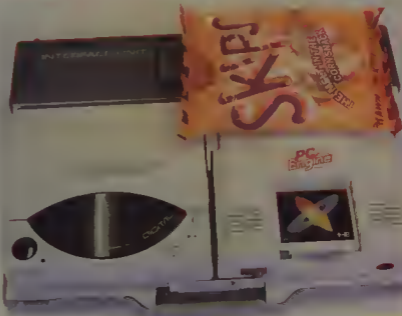
**SOMEONE OUT THERE IS GOING TO WIN THE LOT! IT COULD BE YOU!**

## THE COMPETITION

The whole kit and caboodle is thanks to the mighty US Gold who (knowing a good thing when they see it) has released

*Forgotten Worlds* (reviewed this ish). "How can we make C&VG readers very very happy indeed" they asked. "Give 'em a

PC Engine and CD-ROM" we said. "OK" they said. ("Gasp" we said.) "But make them work for it" they said. "Sure" we giggled.



## WHAT YOU HAVE TO DO

If you want the goodies. Answer the following questions:

1. WHO DID THE ORIGINAL COIN-OP VERSION OF FORGOTTEN WORLDS?
2. HOW MANY OTHER GAMES HAS US GOLD DONE BASED ON COIN-OPS FROM THE SAME COMPANY?
3. WHAT WERE THEY?

Sounds difficult? It sure is. But if you've got enough back issues of C&VG it ought to be possible to figure it out. Good luck. Send your entry to 'Christ, that competition was really hard but at least I'll be one of only a few entries' compo. C&VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AL. Closing date for the competition is July 1st.

### COUPON

NAME.....  
ADDRESS.....

### ANSWERS

1.....  
2.....  
3.....

# H S T A G E S



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## ST ACTION December 1988

"I can find absolutely nothing to fault in HOSTAGES - it really is state-of-the-art software: it has excellent graphics and atmospheric sound, and the game itself is totally engrossing. Infogrames have taken a seemingly impossible theme, and have created a veritable masterpiece"

## ATARI ST USER January 1989 Star Game

"The gameplay is totally addictive, graphics outstanding and sound effects thrilling. Definitely an exercise involving as much cerebral activity as joystick dexterity. My personal game of the month" (Jayne West)

## ST AMIGA EOMAT October 1988

"HOSTAGES manages to effectively capture the edgy realism of an armed siege - so if you're after convincing atmospheric tension and the chance to feel the sharp end of law enforcement you'll find HOSTAGES quite a liberating experience"

## THE ONE October 1988

"... slick graphics and on-screen presentation... HOSTAGES is a well-polished program. Gameplay, too, is involved and compelling... should prove a satisfying challenge for quite some time"

## ACE December 1988

"Fun to play and will have you on the edge of your seat"

## THE GAMES MACHINE December 1988

"The action in HOSTAGES really gets the adrenalin going. Graphics and sound are used effectively to create a gripping atmosphere"

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### Abstract

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Singer's Life  
1971-1972

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NetWare Attack  
by Amiga CA

# PLAYMASTERS

**L**ummel Playmasters has grown in size due to popular demand (thanks to everyone who's written in), and over the next few months is set to get even bigger! Strike a light! This month there's a brilliant Zak McKracken and the Alien Mindbenders map and complete solution and a Golvallius map for Sege owners, along with a veritable sackful of POKES hints and tips. If you have any tips, maps or cheats, send them to: **PLAYMASTERS, C&VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.** There's a huge bundle of software on offer for the best tips of the month—M Bareham of Basildon, Essex (write in and tell me which machine you own so I can send you the software) wins this month end and will get several percale full of fab games. Jaaalou? Wall, write in and perhaps you'll be lucky next month.

## GENERAL

### GHOSTBUSTERS

**E**nter **ANDY 777** or **ANDY 899** to start the game with loads of spooonlocks. Whether it's actually worth the effort of playing though...

## C64

### ARMALYTE

**T**hose zany Donut peeps have been hecking again—the Breker of that Cracking Crew with the hole in the middle has come up with unlimited lives for this epic C64 game—although it's for disk owners only. First load the disk, and what

asked to turn it over, do that, reset the machine and enter **POKE 272, 198 (RETURN), POKE 273, 1 (RETURN), POKE 274, 76 (RETURN), POKE 275, 0 (RETURN) and POKE 270, 160 (RETURN).** Now type **POKE 59891, 173 (RETURN), POKE 63361, 173 (RETURN) and POKE 44752, 173 (RETURN)** for one-player infinite lives, and **POKE 59891, 173 (RETURN), POKE 63363, 173 (RETURN) and POKE 44771, 173 (RETURN)** for two-player unlimited lives. Now restart with **SYS 272 (RETURN).**

### TO HELL AND BACK

**R**eset this jolly little CRL game and type **POKE 32483, 173 (RETURN)** and enter **SYS 30464 (RETURN)** to restart with unlimited energy. Cheers to Kerl Bray of Tullamore, Ireland.

### MASTERBLASTER

**N**ow here's a crappy game. If you went to see the end without the rigmarole of playing all the way through it, just reset the machine and type **SYS 5200 (RETURN).** And lol! Up will pop the finishing screen. Warren Pilkington found out that neat little bit of information.

### THUNDERBLADE

**W**ant unlimited choppers (fnerr, fnarr)? Just load the game, reset the machine and enter the following POKES from Staven, Benny and Paul of London: **POKE 8500, 44; POKE 13135, 44, POKE 13622, 44; SYS 4096 (RETURN).**

### NETHERWORLD

**O**n the C64 version, press 2, 4 and E at the same time to finish a level. (You can also pull the plug out for a similar effect)

### MULTIFACE POKES

**I**t's Multiface time again, Spectrum people—kindly supplied by Melc Grent of Aberdeen in the land of the haggis. Simply load the game, bop the red button, enter the **POKE** and start the game again.

**TYPHOON 39143 0; 39303, 0  
CYBERNOID II 25427, (0, 1, 2 or 3)  
VIRUS 44945, 0  
LAST NINJA II 36578, 198  
JOE BLADE II 58108, 20; 58109, 225**

## AMIGA

### IK

**J**arkko Mattinen of Mandal, Norway has found out a neat Amiga tip for this superlative combat game. Let an opponent strike you down, and press space followed by the joystick button. Now, none of the other fighters will be able to touch you, but you'll be able to beat the bejebbars out of them. Repeat this on every level and you'll have no problems getting a black belt.

### SWORD OF SODAN

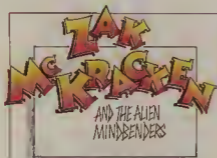
**G**raeme Ferguson and Brenton Venables of Albury, NSW, Australia, have discovered that if you type **RAD** into the highscore table and play another game, you'll have unlimited lives. Whaaa.

## AMSTRAD

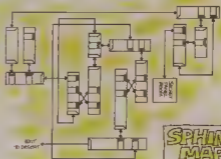
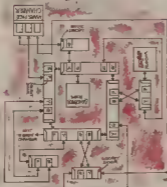
### BUBBLE BOBBLE

**A**mstrad owners can access level 79 onwards by entering the following password  
**Z22133VZZZZZZZ42221Z4V44221Y24V32.**  
Enda Sullivan of Dublin found that out (Yeah but how?)

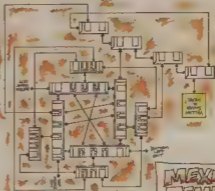
# ZAK MCKRACKEN



MAPS  
PAGE



SPHINX  
MAP



MEXICO  
TEMPLE

## ZAK MCKRACKEN AND THE ALIEN MIND BENDERS 100% SOLVE.

Pick up fish bowl, open dresser drawer pick up phone bill. Go to desk open the desk drawer, pick up the KAZOO. Close the desk drawer. Use the fish bowl with the lamp. Pick up torn wallpaper, (on left wall next to desk). Use wallpaper on plastic card under desk. Open door, go into next room.

Pick up seal cushion next to TV. Pick up other seal cushion. Pick up remote control under it. Use power cord (next to TV), in power outlet use remote control. Use control to turn it off again. Pick up butter knife, open cabinet, pick up box of crayons. Use yellow crayon on torn wallpaper. Walk to bridge, open it, pick up the egg. Close bridge. Walk back into livingroom and front door.

Walk to bakery and push doorbell 3 times. Baker will throw a stale loaf at you. Pick it up. Walk right to 14th avenue. Open door to Lou's Loan Shop and go in. Walk to cell window and sell bent butter knife. How buy wetsuit, lookit, golf club, hat, noseglasses and guitar. Leave shop. Walk to hair

salon and open lookit. Use wirecutters on bobbypin sign. Walk back to 13th avenue. Put on noseglasses and hat. Open phone company door and go in. Give phone bill to representative. Go out door.

Walk up stairs of your house. Use stale bread in sink, turn on switch, then turn switch off again. Use monkey wrench on pipe under sink. Pick up bread crumbs. Go out front door. Walk to bus. Use Kazoo. When bus door open, use cashcard in cashcard reader.

Give cashcard to deviates. Get on plane. You will now be flying to destination. Walk to toilet, open door and go in. Pick up toilet paper and use it in sink. Push call button and wait out. Walk to microwave and turn it on. Walk to hotel seal and pick up cushion. Lighter drops on floor. Pick this up as well. Search all bins above scale till you find oxygen tank. Pick it up and wait for plane to land.

## WACKEN

Walk is automatic doors. Pick up iron branch. Give pamphlet to two-headed squirrel in hole. Use iron branch on loose dirt. Walk to save entrance. Click on "What Is" command and move cursor around screen until you find abandoned bird nest. Walk to it. Use gold club on bird nest to pick it up. Use "What Is" command again to find iron pit. Use need with iron pit, use tree branch with iron pit. Use lighter on pit. Walk to strange markings. Use yellow crayon on markings. A door will open. Go through. Use remote control, pick up blue crystal. Go straight back to airport. Use reservations terminal. Buy ticket to San Francisco, go to plane. Go to door with drop slot to it. Use blue crystal in drop slot and wait. When door opens listen to what Annie has to say.

You can use a command called "switch", which allows you to change to person you are controlling to another. There are four people altogether: Zak, Annie, Melissa and Leslie. Go out door and walk back to 13th avenue. Walk to bus. Switch to Annie, pick up blotter, and plastic card from under blotter. Walk out door. Go to bus. Switch to Zak and use KAZOO. Use cashcard in card reader when door opens. Switch to Annie, and use cashcard in card reader. Switch to Annie, use reservations terminal and buy ticket to London. Go to plane. Walk through automatic doors.

Switch to Zak. Use reservations terminal, buy ticket to Miami. Walk to plane. Give book to him and he will give you battle of wits/bye and book back. Use reservations terminal and buy ticket to Cairo. Walk to plane. Use reservations terminal and buy ticket to Kermanshah. Walk to plane. Walk outside. Walk to guard and give him book. He will now open door for you. Go through door and walk to Gori, listen to what he has to say. Walk back outside. Walk to right to hole of air. Use lighter on hole. Walk to left to jail. Pick up flag pole. Walk back to Zak and use cashcard on license plate. Use reservations terminal and buy ticket to Kinsasha. Walk to plane. Walk outside. Walk through jungle until you come out of it (any direction will do). Walk to Shamen's hut and go in. Give Shamen gold club and two other natives will dance around him. When they stop they will talk up and down. Make a note of order in which they bob up and down, you will need it later. Go back to jungle and then to airport.

Use reservations terminal, buy ticket to Cairo. Walk to plane. Use reservations terminal and buy ticket to San Francisco, walk to plane. Use reservations terminal and buy ticket to Lima. Walk to plane. Walk outside. Walk through jungle like before, until you get out of it. Use bread crumbs on bird feeder. Use blue crystal on bird. Van van now control movements of bird. Fly to right to huge carving, fly to left eye. Pick up scroll, fly back out and make way to Zak. Use scroll to Zak. Then click on "To Zak" command to change back into Zak. Walk to jungle as quickly as possible. Make way back through the airport. Use reservations terminal and buy ticket to Mexico. Walk to plane. Walk through automatic doors. Walk through jungle again until you come to clearing which has three female entrances: bottom left, top and bottom right. Enter any one of the entrances and use map enclosed called "Mexico Temple" to find your way around. You will have to use the "what is" command to find turtles to light, so you can see where you are going. Find room on map called "Crystal Shard", and make your way to it. When room is found switch to Leslie.

You will now be taken to Mrs. where Melissa and Leslie are waiting for your commands. Open space ship door and get in. Open glove compartment and pick up hat and cashcard. Use oxygen valve. Pick up digital audio tape (D.A.T.) go back outside. Give Melissa her cashcard.

Switch to Melissa. Get inside the ship and close door. Use oxygen valve. Take off helmet and switch to Leslie.

Walk left to Manilla. Use cashcard on slot. Walk to John to drop. Walk back to briefing and enter door. Use token on metal plate. Pick up burnt hat. Use fuse in fusebox. Close fusebox. Close Mary door. Open bustle door. Go inside bustle. Pick up vinyl tape from right-hand locker. Open it. Pick up flashlight. Walk to bank and pull the covers. When she comes down a hill, pick

up broom alien. Walk to right. Pick up ladder. Walk back and through door. Open Mary door, go outside. Use broom alien on sand outside bustle. Walk to right to huge lake.

Use ladder on door. Now push buttons in same combination as you saw in village, in Kinsasha. You should have written them down. Door will now open. Pick up ladder and walk to great chamber. Walk to right until you get to second huge cluster, and read strange markings. Make diagram of these markings, call them No. 2. Switch back to Zak, and use yellow crayon on strange markings on alcove. Now draw diagram you just drew (No. 1). When done stick on "finished drawing" now pick up shard. Go out door. Find way back out of temple using map enclosed called "Mexico temple" make your way back through the jungle and on to airport.

Use reservations terminal, buy ticket to London. Walk to plane. Walk through automatic doors. Now give Annie scroll, flagpole, Whiskey, Wire cutters and both shards of crystal. Switch to Annie. Give Whiskey to Barty. Turn off switch. Use wire cutters on fence. Walk to Stonehenge. Use both bits of crystal chard on altar stone. Now read scroll. Crystal shards will now be fused together to form a stone. Now read scroll. Pick up crystal and walk to Guard House. Give yellow crystal to Zak. Switch to Zak.

Walk to airport. Use reservations terminal and buy ticket to Miami. Walk to plane. Use reservations terminal and buy ticket to Bermuda triangle. Walk to plane. Walk around in plane for a while. The pilot has given you a parachute. Walk some more. You are now inside an alien space ship. Note the colours the pilot presses on wall. You will need them to get off ship later. Press button on door. An alien will now come and take you to King. Alien will show you way out. Make sure you don't expect him to let you go. You will transport back home, and you don't want to do that yet. Walk back into King's room and read Left-Right-Dictor, note this number. Walk back to colours on button. Press them in order that they were down, walk to left of line on floor and wait.

You will now be letting very fast. Use parachute. When you land in water, use KAZOO. A Dolphin will now appear. Use blue crystal on dolphin. You now have control over Dolphin. Swim underwater. Now swim to right to largest piece of seaweed covering a lamp of fallen alien. Pick up seaweed. You should now see a glowing bubble, pick this up and return to surface. Give glowing device to Zak again. Walk around until alien comes alone and take you away to their secret room. He will put you into mindbending machine. You will now have lost your mind, but don't worry, it will come back. When you are all free you will be standing outside about company ship.

Walk to left, go stairs to your house and walk into bedroom. Use money wrench on loose boards. Use rope on hole. Walk to rope. You are now in the Alien secret room. Walk to left to cabinet and open it. You have got ball that the Aliens took from you. Walk back up rope, to bedroom and walk on the house.

Make your way to Lou's Loan Shop. Open door and go in. Buy Lefts ticket and enter. Number you wrote down from the Alien Space ship. Now walk back outside and switch to Leslie.

Walk to level massive door on left. Use ladder on pedestal. Pick up crystal sphere. This will now open massive door. Pick up ladder and walk through door. Turn on flashlight. Use map enclosed called "Mars Face" and make way to generator room. When there, turn on both switches until both gauges are pointing to green bit. Then take left of helmet. Now use map again to find way to ramp room. When you get there, read the strange markings on wall, and make a diagram of them and return them No. 2.

Switch to Zak. Open door (Lou's Loans) and go in. You now should have won the Lotto (if it hasn't been picked just wait outside for a while, then go back in, if it has been picked then you have won \$10,000, which you will need for spending). Go back outside ship and make way to bus. Use KAZOO. Use cashcard in card reader when the door opens. Use reservations terminal, buy ticket to Miami. Walk to plane. Use reservations terminal and buy ticket to Cairo. Walk to plane. Walk outside and walk to right until you come to Sphinx, look at legs to see which has strange markings on it. When you find markings, use yellow crayon on markings. Now draw diagram No. 2. This will open secret door. Go through door. Use Map enclosed called "Sphinx Map", in find room with secret panel in it. Make your way to this room, when you get there, switch to Annie.

Walk to Airport. Use reservations terminal and buy ticket to Cairo. Walk to plane. Walk outside walk to top on sphinx with secret panel in it, enter door. Use "Sphinx Map" again to find room with secret panel in it, enter door. When you are there, read hieroglyphics and push buttons on wall in the order they say. Switch to Zak.

# GAME TIPS

Use crayon on wallpaper map. Read strange markings on wall, and make a diagram of them call them No. 3. Use "Sphinx Map" again to find way back out of sphinx. Walk to airport. Use reservations terminal and buy ticket to Kumbasa. Walk to plane.

Walk through jungle as before, until you get back to village. Walk to Shames's hut and go in. Give yellow crystal to Shames. He will now show you how to use K.

Use yellow crystal. You will now see wallpaper map. Click on location of Egypt which is in middle right of map. You will now be teleported there. You are now in sacred room at top of pyramid. Walk to left and pull the lever on side of wall.

Switch to Annie. Use map "Sphinx Map" to find way out of Sphinx. Walk out of exit and walk left to Pyramid. Go through pyramid door. It is very dark in here, so use the "what is" command to find door. Now go in, walk as far left as you can and use the "What is" command again to find stairs, and go up them. You are now in room with Zak. Pull lever on side of wall. Switch to Zak.

Walk to centre of room and use glowing object on base. Walk away from machine and use yellow crystal. Click on Lima location, which is in middle bottom of old map. You will now be teleported to other eye in huge carving. Pick up candleabra. Use yellow crystal, and click on Egypt location. Walk to machine and use candleabra on glowing object. Put on wristlet and oxygen tank, use duct tape on fish bowl. Put on taped fish bowl, you are now wearing your space suit. Walk away from machine and use yellow crystal again, click on Mara face chamber.

You are now in Mara face chamber. Find this on map enclosed called "Mara Face Map." Use yellow crayon on strange markings, and draw diagram you made called No. 3. The three doors at back of room will now open. Use map "Mara Face", and find way out to exit. You will have to use tightrope to find where you are going, because doors are closed. When you find way out of maze and into great chamber, walk to exit and walk left to landing site. Switch to Melissa.

Put on helmet, pick up boombox, and open door. Go outside. Switch to Zak, enter space ship. Close door, take off taped fish bowl and oxygen tank and

use oxygen valve. Switch to Melissa. Walk right to huge face. Enter gm at chamber and walk to first massive door (it should be open). Now walk to pedestal. Switch to Leslie. Make way out of map room, using map enclosed called "Mem Face", and find way to exit of maze. Give D.A.T. and vinyl tape to Melissa. Use ladder on pedestal. Switch to Melissa, use vinyl tape on D.A.T. use D.A.T. on boombox. Turn on boombox. Click on "Record". Switch to Melissa. Now walk to second massive door. Turn on boombox, click on "Play" and door will now open. Enter door. Use the "What is" command to find door. (Walk to right a bit before doing this). Go through door and pick up Ank. Walk back out of room and into great chamber. Walk to third massive door. Turn on boombox, click on "Play", door will now open, go through door. Use the "What is" command again to find door as before. Go through door. Use ank on gene. The forcefield will now disappear. Push button on machine, you will now get a message. Listen to him. Pick up golden key and walk back to great chamber walk left, out to exit. Walk back to landing site. Keeping walking left until you get to the monolith, use cashcard on site, you will get taken, switch to Leslie and take her to Monolith too. Use token on tram, wait for her to get in it, then switch to Melissa. Use token on tram, and wait. You are now outside Pyramid. Walk both Melissa and Leslie to Pyramid entrance. Get Leslie to use broom Allen on gift at side. Switch to Zak.

Put on oxygen tank and taped fish bowl, open door and go outside. Walk left to Monolith. Use cashcard at pyramid, walk to entrance use bobbyclip sign in keyhole, enter door. Use the "What is" command again to find door and go through it. Walk to left as far as you can. Switch to Leslie. Enter door. Use flashlight to find door and enter it. Walk to Sarcophagus and push them. Switch to Zak, and walk to stairs, which should be directly in front of where he is standing. Switch to Melissa and walk to stairs too. Switch to Leslie and walk away from level. Switch to Melissa and walk to box on wall, use golden key on box. Push button. Switch to Zak, get only get while crystal and use yellow crystal. Click on Egypt location on map. Take off taped fish bowl and oxygen tank. Walk to machine. Use yellow crystal on candleabra, use white crystal on candleabra. Walk to switch on right of machine, turn on switch. Switch to Annie. Turn on switch.

## SEGA GOLVELLIUS

Enter the following password to become one well-hard warrior, kindly supplied by Mark Carter of Kinvier in the West Midlands.

**SLAW MKRK MAFB  
QPZU  
HKBC EEL7 LJ7T  
DSCH**

Apparently, Golvellius is found in the Cranky Forest (level 6) in a rock on the right of a dead tree guarded by flying demons.

## SPACE HARRIER

Caren Halligher of Roehampton has a wild 'n' whacky tip for *Sege* owners. Before the game starts, call up the sound test as explained in the manual. Now select the following tunes and FX-7, 4, 3, 7, 4, 8 and 1. Another screen pops up, allowing you to change various

game parameters. When you finish a game, press up, up, down, down, left, right, left, right, down, up, down and you can continue. This feature works up to nine times.

## R-TYPE

Batcher didn't know that you can make the ship invincible. You did? Well, above off smartass, I'll tell everyone else. Before switching on the Sega, put both joysticks in and hold control pad one diagonally down and right, and hold control pad two up and left AND hold down button 1. Keep holding them all down and switch on the Sega (it helps if you have a friend around — otherwise you have to headbutt the machine) and keep everything pressed until the R-TYPE logo comes on screen. Now start a game and you'll be totally hard. Cheers to Bernard Zarnegin of Basel, Switzerland for sending in that apocryphal tip. Oh yeah, while I'm on the subject of R-Type, there's a hidden level. Yes indeed. At the end of level four you reach a screen packed from top to bottom with

green dots. At the top of the screen about halfway through this mass is a gap in the landscape — fly up and go into it and you're transported to a bonus level, which is fab.

## RAMBO III

Another tip from Julian Smith, this time for *Rambo's* nice 'n' grisly Operation Wolf rip-off. On level six, the only way to kill Sergeant Koloff is by shooting the cavern roof above him, causing it to collapse on his bonce.

## FANTASY ZONE

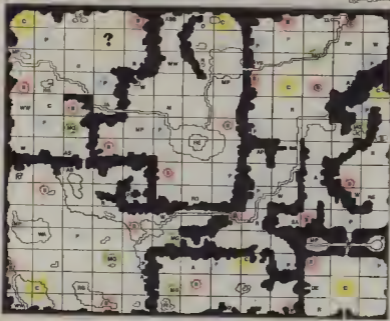
Lead of you found this out — buy all the engine parts and the ship's weapons never run out. Ruddy useful, that one.

## KENSEIDEN

As a *Sege* player, Julian Smith of Doncaster, has discovered that if you climb the big Buddha head push up, you'll enter a secret screen where you can replenish your energy.

# Golvellius

## Valley of Doom



# HIGH SCORES

Okoy, oll you highscoring joystick demons, here's your chance to make a bid for fame and glory and get your name up in lights on the Official UK Video Games Highscore Table. If you think you're a champion on computer or console games, send in your scores on the back of a postcard or sealed down envelope to: **THE PLAYMASTERS HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** If your scores are record breakers, they'll be included in the list — don't forget to state which machine your score was achieved on.

## SEGA

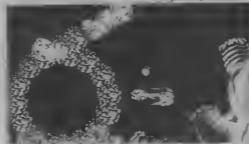
ALEX KIDD (LOST STARS)  
97,700 Jon Evans, Walsall  
BANK PANIC  
802,850 Sherif Salama, Egypt.  
BLACK BELT  
624,100 Chris Rooney, London  
BOMBER RAID  
799,100 Julian Rignall, C+VG.  
DOUBLE DRAGON  
431,990 Martyn Owen, Oadby, Leics.  
FANTASY ZONE II  
8,472,180 Jon Evans, Walsall.  
KENSEIDEN  
81,450 Phillip Jones, Burnham-on-Sea  
HANG-ON  
3,182,060 Paul Cayser, Widnes.  
OUT RUN  
41,995,420 Paul Cayser, Widnes.  
POWER STRIKE  
989,250 Anthony Hoult, Walsall.  
QUARTET  
1,938,000 Martyn Owens, Oadby, Leics.  
RAMBO III  
50,700 Neil Smith, Preston.  
R-TYPE  
755,600 Mostapha Al-Turk, Enfield.  
SHINOBI  
803,180 Michael Pearson, Cleveland.  
SPACE HARRIER  
25,520,160 Mark Short, Co. Durham  
THUNDERBLADE  
2,588,000 Nicholas Joy, Market Harborough  
WONDERBOY (MONSTERLAND)  
1,802,320 Darren Francis, London E6  
ZILLION II  
191,000 Neil Smith, Preston  
CASTLEVANIA  
999,999 Lee Watkins, Bristol.

KUNG-FU  
326,320 Lee Watkins, Bristol.  
GRADIUS  
12,670,000 Julian Rignall, C+VG.  
PRO. AM RACING  
265,388 Mike Carless, Exeter, Devon.  
SUPER MARIO BROS  
9,999,999 David Hillhouse, Workington, Cumbria.  
TOP GUN  
151,000 Leigh Baigent, London.

SPACE HARRIER  
175,114,500 Dave Rose, Boreham Wood.

## ST

ALIEN SYNDROME  
718,800 Kevin Langton, Chesterfield.  
BACKLASH  
1,450,800 James Boyd, London.  
BLASTEROIDS  
1,220,800 Julian Rignall, C+VG.  
BUBBLE BOBBLE  
5,880,760 Julian Rignall, C+VG.



## PC ENGINE

ALIEN CRUSH  
79,080,400 Onn Lee, Nottingham.  
CHAN AND CHAN  
608,100 Julian Rignall, C+VG.  
DRUNKEN MASTER  
974,700 Jasper Roberts, West Croydon  
DRAGON SPIRIT  
515,720 Dave Rose, Boreham Wood  
LEGENDARY AXE  
321,676,260 Dave Rose, Boreham Wood.  
R-TYPE  
973,300 Onn Lee, Nottingham.  
SON SON II  
208,300 Dave Rose, Boreham Wood

FLYING SHARK  
3,072,600 Conrad Rodzaj, Bristol  
SIDE ARMS  
2,050,800 Stu, Melton Mowbray, Leics.  
SPACE HARRIER  
3,397,460 Dan Martin, Walsall.  
STARGUDDER II  
188,400 Matt Maron, Walsall.  
VIRUS  
642,000 Zico, Aberdeen.  
XENON  
1,512,860 Kevin Langton, Chesterfield.

## AMIGA

AFTERBURNER  
5,911,240 Mark Short, Cleethorpes

OPERATION WOLF  
344,800 John Boyle, Walsall  
PACMANIA  
1,000,710 Sherif Salama, Egypt.  
SPACE HARRIER  
1,334,570 Mark Short, Cleethorpes.  
SWORD OF SODAN  
254,000 Paul Glancey, C+VG

## C64

ARMALYTE  
8,175,900 Graham Clader, Lanark.  
BUBBLE BOBBLE  
3,540,330 Stig Sejersten, Herning, Denmark.  
DALEY THOMPSON'S CHALLENGE  
10,260 Tony Repa, Helsinki, Finland.  
GREAT GIANNA SISTERS  
80,989 Michael Gott, Stockport.  
LAST NINJA II  
340,130 Robert Eddings, Severage.  
OPERATION WOLF  
339,350 Jukka Pitra, Helsinki, Finland.  
PACMANIA  
427,750 Stig Sejersten, Herning, Denmark.  
SALAMANDER  
235,645 David Pocock, South Croydon.

## SPECTRUM

AFTERBURNER  
59,555,000 John Bristow, Erith, Kent.  
ROBOCOP  
252,120 John Bristow, Erith, Kent.  
THUNDERBLADE  
1,944,000 John Bristow, Erith, Kent.

## AMSTRAD

AFTERBURNER  
16,306,240 Geoffrey Wren, Basingstoke.  
BLASTEROIDS  
64,657 Tim Goldsby, Cheltenham, Glos.  
DARK SIDE  
6,518,000 Stu, Melton Mowbray, Leics.  
OPERATION WOLF  
276,580 Tim Goldsby, Cheltenham, Glos.  
OUT RUN  
43,600,000 Stu, Melton Mowbray.  
ROBOCOP

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Accessory packs:  
The Supercars:  
IBM PC, Amiga, CSM 64. Coming soon on Spectrum and Amstrad

# ACCOLADE

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I've seen a lot of games like *Stormtrooper*. In fact the first game I ever saw on the ST was by Psygnosis and looked exactly like this. In summary: smoothish sort of parallel scrolling, graphics nicely detailed though not especially big and very conventional gameplay. The temptation is to say so what! But I think there is a bit more to say in *Stormtrooper's* favour than that. OK, so the plot (one warrior does battle with assorted



▲ Yep it's Urban decay time again.

# S STORMTROOPER

BY TITUS

robots and guards) and the setting (it's urban decay chic again) done to death, nevertheless this is a hard game. In terms of sheer challenge I've seen little to beat it all year.

You don't need a plot. Played *Cyberman!* That's near enough. Your man runs, jumps, squats and fires. His way is beset with various soldiers from the human, and therefore easily dispatched to the mechanical and indestructible. With some (mostly the human ones) you just have to keep blasting (but don't run out of bullets) with others (the nasty little droids in particular) all you can do is jump over them.

Did I say jump? It sounds so easy. The fact is I almost gave up on this game half an hour in, total destruction in under a minute is more than any cyberwarrior can stand. The droids have to be jumped at exactly the right moment — we're talking *Manic Miner* exact here! This is an example of the fine tuning that has gone into the game. The fact is, it is almost impossible to jump the droids by waiting until you see them and responding — you'll go mad with frustration. Instead, what I realised half an hour was that at the bottom of the screen a little scanner tells you when a droid is on its way — watch that and jump when that tells you and maybe you'll get



▲ One laser gate beaten.



▲ Deep into the first level. You've got about one second to relax.

away with it. Maybe

So it goes on, the timing gets tighter and tighter, about two minutes into the game you get a problem which requires something like 20 separate

moves to get right-climb this ladder, wait for that droid to go past, jump down, jump left, run right, blast the first gate control, run back left — you get the picture.

It's a big game, divided into several levels each of which is several hours or even days challenge in itself. There are bullets to be picked up, gate opening routines to be learned, more powerful enemies to be avoided and jumps to be practised. As you get good at *Stormtrooper* you find you're actually watching the action less

and less and concentrating far more on the scanner display — it becomes your lifeline. There is no other way of getting anywhere in this game.

Graphically *Stormtrooper* doesn't really do that much more I've seen all, or mostly all, of this before. *Blade Runner* has a lot to answer for. Sound is goodish, it's by David Whittaker and he never actually puts in a poor performance but let's just say this one feels more conveyor belt than most.

If you're looking for originality forget *Stormtrooper* but if you're attracted by fiendishly challenging gameplay this could be the game on which to test your arcade reflexes.

GRAHAM TAYLOR

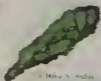
ST	£19.99
GRAPHICS	67%
SOUND	60%
VALUE	65%
PLAYABILITY	78%
Lock's and sounds fairly average so no originality points. But <i>Stormtrooper</i> scores better on Playability. One for real arcade masochists.	
OVERALL	70%

AMIGA	£24.99
All comments as ST. Sound a little better	
OVERALL	72%

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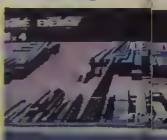


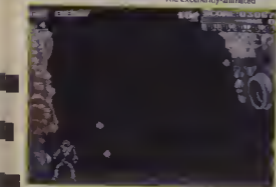
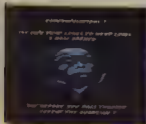
**A**t last — It's the game you've been waiting for, where rival soap powders battle it out for control of the universe. No, only joking — *Bio Challenge* may not involve some cosmic equivalent of Nanette Newman on a cleaning mission to the stars, but it will certainly clean the cobwebs from your ears with its mind-numbingly good music.

Palace's French-produced package comes from a company apparently better known for putting out records than games, Delphine. You can tell from the continuous soundtrack, which is the most impressive selection of funky beats I've heard for a long time; thrashing drums, snappy basses and enormous orchestration. Fortunately the rest of the game does not plummet below that standard; it certainly takes full advantage of the Amiga's graphics abilities, as well as its sound.

Like *Theoder* and many more before it, *Bio Challenge* revolves around the adventures of a

# BIO CHALLENGE





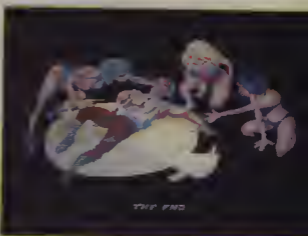
humanoid robot — I say "revolves" deliberately, because one of the robot's best tricks is leaping into the air and whirling around like a demented top. The steel-bodied machine actually has the brain of a man — your task is to test the body, which is the last chance to save the genetically-degenerate human race.

Against a series of gorgeously-detailed parallax scrolling backgrounds showing strange and devastated worlds, the K.L.I.P.T. (don't ask what it stands for — I got stuck trying to work out the "K") must survive through six levels, each containing a number of different planets. There's a progressively shorter time limit on each level; on the first a generous five minutes allows you to experiment with the K.L.I.P.T. controls.

The excellently-animated

armour.

Mysterious cauldrons containing bonuses such as extra time, life, fuel, or special armour, appear at fixed positions, this is where a bit of mapping comes in handy. It might also help you to avoid the deadly crevasses over



which you must leap, and the larger gaps which are too wide to leap.

Jumping into a colour-coded transporter symbol whisks you to another planet. This resets the cauldrons on the planet you leave, allowing you to return there later to complete any unfinished business with the aliens. When your task on each level is complete you must face the Guardian. Some of the huge, sluggish Guardians are horrifying, others, like the fierce haddock on level two, are just a tad silly. Still, leaping into the air, changing into a floating airborne cannon, and waggling around to avoid their missiles while shooting them to bits (without running out of ammunition) is enough to keep your attention engaged. Hit a Guardian where it hurts for times and it disintegrates pretty, allowing you to move to the next.

There's a two-player mode in which you take alternate goes. *Bio Challenge* is pretty engrossing, despite the lack of much variation in the gameplay, and some intensely tedious disk-loading pause between levels. The brilliant music, sampled speech,

human-to-humanoid conversion graphic routine and truly different gameplay make it well worth seeking out. But if only there was a bit more shooting...

**JOHN RENWICK**

AMIGA £24.99	
GRAPHICS	89%
SOUND	93%
VALUE	86%
PLAYABILITY	82%
<i>Fabulous music, unusual gameplay and exotic graphics make up for a basic lack of variation in the gameplay. Addicts of arcade adventures with the accent on tactics rather than the trigger-finger should find this a challenge worth meeting.</i>	
OVERALL	88%

**UPDATE** An ST version is expected very soon. It should retain all the key features of the gameplay, though there may be some changes to the music.

humanoid can be made to run, leap directly upwards or diagonally, crouch, climb up and down from platforms, somersault, and pick up all supplies, pieces of armour and machinery. At the start of each level is an energy sphere where you must store the pieces of amulet to be found on the planet; but to find the pieces you must destroy the various jicky monsters. The best way to do this is to jump on charged platforms, which fall on the aliens from a great height; personally I'd much rather shoot them, but it's just not that type of game. Smaller flying creatures can be eliminated by spinning through them, and in later stages these become lethal weapons when activated by your special red

# KRISTAL

BY PRISM

**F**ed up with all those "games of the film"? Well, The Kristal is one of that extremely rare breed, the game of the very unsuccessful stage play. The complete lack of theatrical success experienced by "The Kristal of Kronos" is no surprise, if the unintelligible storyline that accompanies the computer adaptation is anything to go by. What is surprising is that it's billed as "an epic game", and what is even more surprising is that this claim isn't all software house bullshit. Not much, anyway.

The Kristal of the title is essentially the fulcrum on which is balanced the forces of universal good and evil, or at least it was until someone pinched it a few aeons ago. Ever since, the universe has been a less than happy place and so the ruler of the planet Meltoqa, King Narfa has decided to send someone to find the Kristal and save the cosmos, etc., etc.

For some reason, prime candidate for the job is a space pirate called Dancis Frake (ie you). When the game begins you have no idea where you are or what's going on, that's where your brain — and a lot of lateral thinking — come in.

Using the joystick, you move Dancis around the scenic landscapes of ten planets, collecting useful objects and chatting to a whole host of other characters who provide information as well as some very cryptic clues (some of which are so obscure you're likely to skip over them without realising that you're missing something).

When you manage to strike up a conversation, your words of wisdom are typed into an adventure-style interpreter



which is fairly comprehensive. The characters seem to pick up on certain key words and give astute replies to most queries. Clever.

To go with the adventure, there's a bit of arcade action, which, it has to be said, is rather bog-standard. Travelling between planets takes you through a 3D shoot-out with the lackies of the evil Lotarr, who also make an appearance on certain planets, brandishing swords and threatening to slice and dice your extremities unless you draw your own space-cutlass and make like Errol Flynn.

Losing a swordfight puts you back aboard your spaceship and knocks points off your strength rating, which you can only restore by eating one of the many space delicacies on offer. Of course, food costs cash, and you have to get hold of that any

as smart, but they're nicely animated and very varied.

Sound during the game is minimal, but The Kristal opens with some superb music and a great scene-setting sample of Patrick Moore quoting from The Kristal Kronicles.

Apart from some rather tenuous puzzles to upset the applecart, I had a lot of fun with this game. There's an enormous feeling of space and loads of things to do, people to meet and Frandanas to eat. The many different arcade and adventure elements gel very well together and even as thrifty Skringles, er, quid. The Kristal is worth selling your granny's wheelchair for

PAUL GLANCEY



way you can. Don't try mugging anyone though: as unnecessary violence loses you psychic points, and you'll need plenty of those for the end of game sequence (about which I am sworn to secrecy).

Fifteen months of effort have gone into programming The Kristal and it shows. The backdrop graphics are lovely, having been designed by the same artists who designed scenery for the play. The sprites aren't quite



**AMIGA £29.99**

**GRAPHICS: 88%**  
**SOUND: 78%**  
**PLAYABILITY: 80%**  
**VALUE: 74%**

A whopping adventure with a whopping price, but there's plenty of gameplay in there for the price. Graphics and sounds are superb, but weak arcade sequences and a demand for patience probably won't enamour it to purist arcade freaks. Anyone with an interest in brainwork should check it out.

**ST £29.99**

The same as the Amiga version. Less colours and sounds but one or two gameplay improvements make it equally worthwhile.

**OVERALL 79%**

**OVERALL 79%**

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# ► AMIGA ST PC

# VOYAGER

# REVIEW

An extra dimension has been added to the visuals, and in the process a whole new dimension has been added to your standard shoot 'em up game play. Other external sources help the intrepid adventurer. The mothership beams down more

## BY OCEAN

In 1977 *Voyager II* was launched — inviting all life forms in the universe to visit our planet. Get ready — company's coming.

The first alien race to receive *Voyager's* message of welcome was a budding imperialist nation, the Rokix. The Rokix didn't accept the invitation in the spirit it was intended, noticing instead that the small planet described was ripe for colonisation.

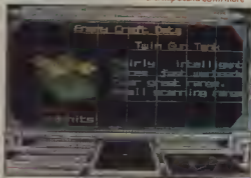
Rather than making an all-out assault, the Rokix have holed up on the 10 moons of Saturn and are picking off any Earth spacecraft that's foolish enough to venture towards them. Unfortunately, thanks to the Rodan Charter of 2052, Earth no longer has the means to manufacture of destructive machinery — things look bleak!

But guess what? There is hope — and it goes by the name of Luke Snayles, a space-age vagabond returning from serving a 50-year 'investigative exploration' sentence in deep space.

Luke's caught a few intermittent broadcasts and has gradually built up a picture of

what's happening back home. As far as he's concerned, his debt to society is paid off and nothing's going to spoil his homecoming party — so if non-one else is prepared to rid the solar system of this predatory menace then he may as well do it himself (and who knows? There may be some financial reward into the bargain).

And this is where you come in. After a smoothly animated attract sequence, you're left to your own devices on the hostile surface of Janus — the first of Saturn's moons. Luke enters the fray in a comparatively sluggish tank — this can eventually be



▲ 3D Display of the enemy.

Rokix supplies), but for me at least this is a positive advantage information than any mere mortal can digest — including a long-range map of the current moon, plans and information as to the strength and distribution of the enemy ships and remote camera location.



## CIARAN BRENNAN

ST	£19.95
GRAPHICS	78%
SOUND	75%
PLAYABILITY	84%
VALUE	80%

*Voyager* brings the classic *Battlezone* concept up to date by keeping the same basic formula, adding hordes of different aliens and play strategies and stunning *Scarglider II* 3D filled vector graphics. Initially it's a little limited as you're confined to the ground, but once you've found the skimmer craft, the rest of the game unfolds — it's brilliant. At last a game that realises that 3D graphic presentation and complex puzzle solving don't have to go hand in hand.

### ▲ Remember Battlezone?

upgraded to a faster airborne skimmer, but this isn't really necessary on Janus as the opposition is also mainly confined to the ground.

Sounds a little too straightforward? Don't you believe it! The only 'strategy' involved is scouting for fuel and weapons upgrades (including remote mini cameras, radar missiles and atom bombs — Luke can even make use of abandoned

## AMIGA £24.95

Faster screen update, meatier sound effects and extra baddies go some way towards making up for the extra fiver on the price tag.

## OVERALL 85%



▲ Check out those filled 3D vectors!

## UPDATE

PC £19.95. No work as yet — but a version is definitely planned and if all goes to schedule should appear sometime this Autumn.

# REVIEW

## ST C64 AMIGA SPECTRUM



A Ghostbusters! Na-Na-Na-Na-Na-Na-Na-Na-Na

### UPDATE

Amstrad CPC version out about now, £9.99, £14.99 on disc. Unlikely to be significantly better than the other 8-Bits.

roof to roof via little ramps, taking out assorted ghosts goblins, etc as you go. You've got two types of fire — bullets that disrupt the physical manifestations of the supernatural and the old traditional plasma jolts that draw the disrupted ghosties (now looking like traditional spooks), into the backpack. There are also rudimentary weapon power-ups that give your bullets some extra punch.

To complete each level, you saunter from rooftop to rooftop, blowing away and sucking up all the spooks while trying not to get killed — the aim being to get the big end-of-level nastie.

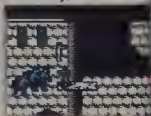
much of the implementation in this case, is sloppy, and the gameplay is poor. Strange things stand out — like the inexplicably blank bit of screen on the top right of the screen. Like (on the 64) the game automatically starting after the new load for each level — instead of waiting for you to press a key.

Even on the ST, which Activision considers to be the lead version, *The Real Ghostbusters* just doesn't sparkle, although the graphics start to approach the quality you'd expect of a full-price game.

Ardent collectors of Ghostbusters memorabilia won't be disappointed and anyone looking for a simplistic blast in conjunction with a boppy tune

could be interested, but the discerning will hang on and wait for goodies like *Power Drift* and *Ghostbusters II* coming later this year.

JOHN COOK



# THE REAL GHOSTBUSTERS

Activision, all those years ago, produced a game based on the movie phenomenon of the eighties — *Ghostbusters*. It did good.

Meanwhile, somewhere over in California, Data East brought out a coin-op based on the movie and called it *The Real Ghostbusters*. It didn't do astonishingly well and only a couple of units made it over here to Blighty — but that hasn't stopped Activision from producing a home computer version on every format they could think of.

Now the trouble with taking a mediocre coin-op licence onto home formats is obvious — faithfully convert it and all you get is a mediocre home computer game. Hardly surprising then that *The Real Ghostbusters* is highly unlikely to create a frenzy of excitement among the gamers of



Britain. On all formats you get a jolly loading screen and the *Ghostbusters* theme we have all come to know and love — then you choose the one or two-player game.

The battle takes place on the top of a maze of high buildings — ell with flat roofs. You leap from

therefore the key to the next level, before your time runs out.

This kind of simple stuff always works or not on the basis of the quality of the implementation; you know, the quality of the graphics, the speed and feel of the game, etc. Unfortunately,

C64	£9.99
Blocky graphics, poor gameplay — but the soundtrack is F-U-N-K-Y. Know what I mean?	
OVERALL	58%

AMIGA	£24.99
On par with the ST implementation — but it'll cost you an extra fiver for the privilege.	
OVERALL	60%

SPECTRUM	£9.99
Where the <i>Real Ghostbusters</i> meet their greatest foe to date ... the attribute clash!	
OVERALL	56%

ST	£19.99
GRAPHICS	67%
SOUND	65%
VALUE	55%
PLAYABILITY	55%
It's not terrible but there really isn't anything special about this game. Undemanding gamers and <i>Ghostbusters</i> addicts only need apply.	
OVERALL	61%

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Once upon a time, a Taito arcade machine appeared called

**Renegade**. Ocean bought the conversion rights and released home computer versions, which were very favourably received. A year later they followed up that success with **Target Renegade** and now, another twelve months on, **Renegade III**, dubbed 'The Final Chapter', has appeared.

The story follows the antics of Renegade, a martial arts champion whose girlfriend has an alarming knack of regularly getting herself kidnapped by the local oiks, resulting in Ren having to beat 'em up and rescue her. Well folks, it's happened again, and once more Ren has to crog off and free her. But this time it's not just a trip across to the other side of town to rescue the girl — the villains have got their mitts on a time machine and have taken her through space and time to a location in the far-flung future. And Renegade has to follow her through time to get her back. Weird, eh?

The mission of mercy involves baddling through four horizontally scrolling levels, each representing a particular period in time,

lives. Fortunately the hero, being a martial arts expert, can reciprocate with a series of kicks and punches to the detriment of the enemy's health.

At the end of each level, a mass of baddies attack, and if Renegade manages to thump them all into the middle of next week's time portal opens, which takes him to the next level. At the end of the fourth level is Renegade's girlfriend — rescue her and the mission is complete.

All formats are played very similarly — and they're all very tough! Even the most experienced beat 'em up players will find that they've got their work cut out trying to rescue the kidnapped.

The graphics on all versions are excellent, with whacky cartoon-style sprites giving the

### UPDATE

16-bit versions will appear later on this year and will boast improved graphics and sound.



▲ Climb up to the top of the screen.

# RENEGADE

### BY OCEAN

game a humorous look and making the game even more fun. This, combined with the



▲ Bop the cavemen and duff over the dinosaurs.



challenging gameplay results in a thoroughly enjoyable beat 'em up with plenty of long-lasting appeal. Proof too, that you can get great gameplay and good graphics on the less powerful machines.

**JULIAN RIGNALL**

starting with Prehistoric, followed by Egyptian, Medieval and finally the future.

Each time zone is filled with proud baddies — on the first level there are dinosaurs and cavemen to fight. Each enemy attacks the hero on sight, and attempts to wear down his energy bar, the depletion of which results in the loss of one of Renegade's five

▲ spectrum | monochrome but still tasty.

AMSTRAD	£9.99
Colourful, highly playable and addictive — that's this version in a nutshell.	
<b>OVERALL</b>	<b>83%</b>

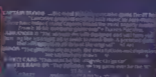
SPECTRUM	£8.99
Addictive gameplay and brilliant (though monochrome) graphics make for a tasty beat 'em up.	
<b>OVERALL</b>	<b>84%</b>

### C64 £9.99

Four levels might not sound a lot, but there's heaps of baddies to bash in each zone — it'll take plenty of perseverance to rescue the girl. The graphics are great, with beautiful hi-res sprites, colourful backdrops and the brilliant sound. A definite must-buy for fans of joystick-controlled violence.

<b>GRAPHICS</b>	<b>85%</b>
<b>SOUND</b>	<b>81%</b>
<b>VALUE</b>	<b>81%</b>
<b>PLAYABILITY</b>	<b>81%</b>
<b>OVERALL</b>	<b>82%</b>

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# REVIEW

► AMIGA, ST, PC

In my experience, interplanetary hunting safaris have always been fraught with danger. I mean all those baboons doing their number twos on the roof of your Chrysler Avenger.

None of this worries a Venusian sensation-seeker like Spondulix though. There are four planets there for the plundering, and all he has to do is climb into the nearest explorer craft, fasten his seat belt and put his thumb on the fire button.

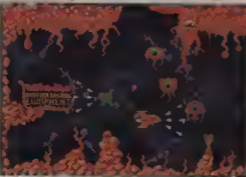
The first level sees Spondulix (and possibly a co-hunter — there is a simultaneous two-player option) in a dinky helicopter, swooping through the horizontally and vertically



# BLOOD MONEY

BY PSYCLAPSE

scrolling maze that is the planet Gibbs. Alien beasts swirl in from all sides, and gun turrets



▲ Time to buy some more firepower!

release copious volleys of hot light from above and below.

Naturally, this is what your missile launcher was made for. Blasting the opposition releases coins for you to catch (that's why the game's called Blood Money, see!) which go towards a cash total. At certain points along the way there are weapons shops where you can use your coins to buy support weapons. The top-notch hunter's kit consists of three-way, forward-firing missiles, rearward rockets, all with long-range capability, four neuron bombs, specially designed

to fireball ground targets, and some kind of turbo-speed unit.

As you progress through each (rather lengthy) maze, you find chat aliens and gun emplacements

are not the only hazards to watch out for. Impassable walls have to be blasted, block-by-block, and rotating bars have to be hit repeatedly to swing them round, thus unblocking the way ahead.

After the obligatory end-of-level monster, it's on to the next level. Grone is a subaquatic level through which you pilot a submarine. On Shreck you're in a jetsuit flying over snowy, watery, starry backgrounds and Snuff is the obligatory intestinal, organic level which puts you in a rocket.

The graphics right from the digitized planet opening sequence to the beautifully detailed backdrops are superb, but the sprites deserve special praise. How about, the best designed and most fluidly animated sprites I've seen in an Amiga shoot 'em up?

▲ There there, nice warmy!

The programmers have put the sound chip to bloom'n' good use too. There's 250k of sampled sounds in the game, which have been variously used in the chumping title tune and as explosive n-game effects.

So there you have it. We've seen some purdy neat Amiga shoot 'em ups lately, what with Denars and Dominator, but I'm happy to say that Blood Money beats even those.

PAUL GLANCEY

## UPDATE

No 8-bit versions are planned.

AMIGA £24.95	
GRAPHICS	94%
SOUND	89%
PLAYABILITY	86%
VALUE	81%
A smidge more variety would have helped the quality of the gameplay match that of the graphics and sound more closely, but there's still no denying that Blood Money is a damned good blast. Definitely one of the best games of its type on the Amiga to date.	
OVERALL	85%
ST £24.95	
Scrolling which isn't quite so smooth, not as colourful and weaker sound, but thankfully the ST version's gameplay will remain the same.	
OVERALL	84%
PC £24.95	
Again, not quite as attractive visually or soundwise, but a good PC is perfectly capable of keeping Blood Money's gameplay.	
OVERALL	85%



## ► AMIGA ST C64



### Choose your alter-ego.▲

**E**arly Cinemaware releases were a mixed bunch. Their graphical excellence was undeniable, but often the gameplay was too easy, and lacked addiction and long-term appeal.

However, recent games — *Rocket Ranger* and *TV Sports Football*, for example — have shown gameplay equal to the stunning graphics, and with them Cinemaware have established themselves as one of the top 16-bit software producers.

Their latest epic takes us back to the same period of time as their debut game, *Defender of the Crown*, but is set on the opposite side of the world — in Japan.

It's the twelfth century, and

civil war has erupted as the two most powerful clans, the Taira and Minamoto, fight for the throne. The player takes the role of either Yoritomo, a brilliant political strategist or Yoshitsune, a superb swordsman and military tactician — both are sons of the Minamoto family.

The Taira clan have already scored notable victories in the power race, having killed your father and subverted the Emperor, and the player comes into the game at quite a disadvantage.

The objective is quite straightforward — to become Shogun, the ultimate leader — but actually achieving the task is far from easy, requiring the player to partake in battles,

# LORDS OF THE THRONE

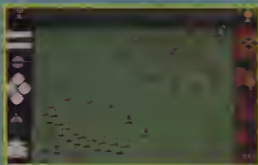


### A map of 11th century Japan.▲

command his army and defend himself from personal attacks, all events displayed via a series of excellent arcade sequences, as well as forge alliances and hire assassins to kill rivals. Some strategy also comes into play as

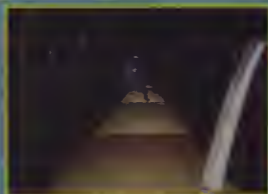
you move your armies around the country and plan a campaign.

At all times the strict Japanese code of honour has to be followed — should you be disgraced at any time, you're forced to slice out your own



### BATTLE SEQUENCE

Manipulate herds of small, screaming yellow persons as they charge around the battlefield trying to inflict damage on the enemy army. A bit of tactical forethought doesn't go amiss in this sequence — there's no point leaving your archers exposed to swordsmen, for example. Keep them away from the action.



### NINJAS

Sometimes an opponent may hire a ninja assassin to remove you — if this happens defend yourself against his shuriken stars and attack him yourself. It's do or die.

# IS OF THE RISING SUN



## UPDATE

PC and ST versions will appear later on this year, and will be very similar. It's hoped that a C64 version will also see the light of day — but a release date is so far unforthcoming.

entrails with a very sharp and pointy sword — hara-kin as they say in Nippon.

Lords of the Rising Sun is without doubt a superb game. On the surface it looks similar to Defender of the Crown, but it's far, far better.

**Make your decisions here.** ▼

way, but the basic combat and strategy has been improved almost beyond recognition, and the arcade sequences have taken a quantum leap forward.

Each of the arcade games is excellent, and all boast

high-quality graphics, sound and gameplay. My favourite is the siege sequence where you take pot-shots at the marauding enemy with a bow and arrow — each successful hit being rewarded with a digitised yell!

But the game is far more than the sum of its parts. The whole thing hangs together brilliantly and fully recreates the atmosphere of Medieval Japan. The gameplay is thoroughly engrossing, and I found that the hours flew by as I attempted to become Shogun.

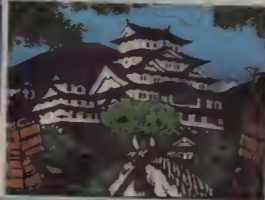
The only niggle I have (and it's the case with all Cinemaware games) is the copious amounts of disk-swapping that takes place during the game. It does get annoying, but if you're prepared to put up with it, Lords of the Rising Sun is a game that you shouldn't miss.

## AMIGA £24.99

GRAPHICS	92%
SOUND	91%
VALUE	84%
PLAYABILITY	88%

Superb graphics, sound and gameplay are combined to produce one of the best Cinemaware games to date. It's tough, challenging and addictive and will keep potential Shoguns amused for an entire Dynasty.

## OVERALL 90%



## BESIEGED

If one of your castles is attacked, grab a bow and take pot-shots at the enemy as they rush the castle. Great fun — with plenty of digitised screams adding to the abbatoir-style atmosphere.



## HORSEBACK PURSUIT

If the enemy retreat during a battle, you have the chance to rush after them on horseback and hack 'em down. Use your sword and slice the Samurai, or just run over them with your warhorse! Be careful, though — push your horse too far and you may get thrown.



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## AMIGA TOP 20

1	Falcon	Mirrorsoft	93%
2	TV Sports Football	Mirrorsoft	93%
3	Super Hang-On	Activision	91%
4	Sword of Sagan	Gainstar	85%
5	Lombard RAC Rally	Datobase/Mandarin	83%
6	Denaris	US Gold	85%
7	Ballistix	Psychapse	66%
8	Gauntlet II	US Gold	90%
9	Operation Wolf	Ocean	91%
10	Elite	Firebird	82%
11	Afterburner	Activision	72%
12	Batman	Ocean	80%
13	War in Middle Earth	Melbourne Hs	86%
14	Dragon's Lair	Readysoft	51%
15	Pocmania	Grandslam	90%
16	Triad	Mirrorsoft	78%
17	Goldregan's Domain	Plovers	80%
18	Hybris	Gainstar	90%
19	Kristal	Addictive	79%
20	Who Framed Rgr Rbt	Activision	58%

A very mixed chart, with the majority of big 16-bit producers all represented. Falcon continues to fly high, but Barbarian and the disappointing FOFT are breathing right down its neck. There are still plenty of Christmas releases still hanging around — particularly Afterburner, Thunderblade and Operation Wolf — and Dungeon Master continues to sell and sell.

### JULIAN'S TIPS

**BLASTERIOIS** Mirrorsoft's stunning conversion is set for the big time.

**VINDICATORS** The first Tengen release from Domark will power into the top ten.

**TYPHOON THOMPSON** Another Domark game that should nose its way into the top five.

**ROBOCOP** Ocean's biggie has hit the number one on all formats, and it's our bet it'll do the same in the ST charts.

### OUTSIDE BET

**WEIRD DREAMS** A disappointing game, but we think it'll still sneak into the top 20.

### HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C&VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. Hope you agree.

Mirrorsoft hog the top two slots with a pair of superb simulations — but Denaris and Sword of Sagan look ready to knock them off their giddy perch. Further down, the Christmas games are slowly sinking, with new games like Hybris, War in Middle Earth and Kristal looking good to climb higher next month.

### JULIAN'S TIPS

**BLASTERIOIS** We've tipped it on all formats, and the Amiga version should doubtless also go for.

**VINDICATORS** Another big conversion that's itching for success.

**TYPHOON THOMPSON** Even better than the ST version, and bound for success.

**LORDS OF THE RISING SUN** A brilliant Cinemaware release — watch it hit the top position.

### OUTSIDE BET

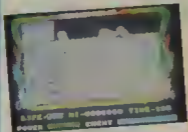
**ROBOCOP** Should have been released at Christmas, but this won't stop it hitting the higher echelons of the chart.

## ATARI ST TOP 20

1	Falcon	Mirrorsoft	93%
2	Barbarian II	Polace	86%
3	FOFT	Gremiin Grph	44%
4	F16 Combat Pilot	Digital Intgrtn	79%
5	Ballistix	Psychapse	66%
6	Goldregan's Domain	Pandora	80%
7	Double Dragon	Melbourne Hs	54%
8	Thunderblade	US Gold	66%
9	Lombard RAC Rally	Datobase/Mandarin	83%
10	Elite	Firebird	82%
11	War in Middle Earth	Melbourne Hs	86%
12	Zak McKracken	US Gold	81%
13	Operation Wolf	Ocean	91%
14	Dungeon Master	Mirrorsoft	93%
15	Afterburner	Activision	47%
16	Crozy Cars II	Titus	59%
17	Pacbond	Grandslam	76%
18	Sorodina	Atari	79%
19	Baol	Psychapse	80%
20	Orbiter	Mirrorsoft	68%



▲ IN AT NUMBER 1  
ROBOCOP



▲ IN AT NUMBER 3  
DRAGON NINJA



▲ IN AT NUMBER 5  
WEC LE MANS



▲ IN AT NUMBER 9  
AFTERBURNER

## ALL FORMATS

	GAME	COMPANY
1	ROBOCOP	OCEAN
2	TREASURE ISLAND DIZZY	CODE MASTERS
3	DRAGON NINJA	OCEAN
4	OPERATION WOLF	OCEAN
5	WEC LE MANS	IMAGINE
6	EMLYN HUGHES SOCCER	AUDIOGEN
7	JOE BLADE II	PLAYERS
8	IN CROWD	OCEAN
9	AFTERBURNER	ACTIVISION
10	SAS COMBAT	CODE MASTERS
11	WORLD GAMES	KIXX
12	WAR IN MIDDLE EARTH	MELBOURNE
13	SUPERCYCLE	KIXX
14	GHOSTBUSTERS	MASTERTRON
15	DOUBLE DRAGON	MELBOURNE
16	TURBO ESPRIT	ENCORE
17	BATMAN	OCEAN
18	THUNDERBLADE	US GOLD
19	FALCON	MIRRORSOFT
20	WEREWOLF	MASTERTRON

**N**o surprises here, with Ocean absolutely dominating the charts, with three of the top four games. Only two budget companies make the top ten — Coda Masters and Players, with Kixx bringing in the rest, all outside the top half of the charts.

# GAMES TOP 20

	SPEC	C64	AMS	ST	AMI
PANY	●	●	●	—	—
AN	●	●	●	—	—
E MASTERS	●	●	●	—	—
AN	●	●	●	—	—
AN	●	●	●	●	●
GINE	●	●	●	—	—
OGENIC	●	●	—	—	—
ERS	●	●	●	—	—
AN	●	●	●	—	—
VISION	●	●	●	●	●
E MASTERS	●	●	●	—	—
	—	●	●	—	—
OURNE HOUSE	●	●	●	●	●
	●	●	●	—	—
TERTRONIC	●	●	●	—	—
OURNE HOUSE	●	●	●	●	●
ORE	●	●	●	—	—
AN	●	●	●	●	●
OLD	●	●	●	●	●
ORSOFT	—	—	—	●	●
TERTRONIC	●	●	●	—	—



▲ IN AT NUMBER 12  
WAR IN MIDDLE EARTH



▲ IN AT NUMBER 17  
BATMAN



▲ IN AT NUMBER 18  
THUNDERBLADE



▲ IN AT NUMBER 19  
FALCON

major full-price releases since Christmas, and this is clearly shown with the amount of games still in the shops from the festive period. However, Blasteroids, Ghostbusters and Renegade II should all be making a big impact on the Top 20 in the next four weeks.

## C64 TOP 20

1	Robocop	Ocean	81%
2	Dragon Ninja	Ocean	83%
3	Emlyn Hughes' Soccer	Audiogenic	94%
4	In Crowd	Ocean	94%
5	World Games	Kixx	97%
6	WEC Le Mans	Imagine	41%
7	Microprose Soccer	Microprose	95%
8	Super Cycle	Kixx	87%
9	Afterburner	Activision	68%
10	Operation Wolf	Ocean	92%
11	Double Dragon	Melbourne Hs	42%
12	Denaris	US Gold	88%
13	Werewolf	Mastertronic	78%
14	Pro Ski Simulator	Code Masters	54%
15	Tom Cat	Players	69%
16	Turbo Esprit	Encore	46%
17	The Double	Alternative	44%
18	Batman	Ocean	74%
19	International Rugby	Code Masters	56%
20	Commodo	Encore	78%

**C**ode Masters games dominate this month's chart, with *Treasure Island Dizzy* ruling the roost — what's this egg fixation with you punters? Mastertronic, Alternative and Players are also well represented with a batch of original and re-released budget games. On the full-price front, Ocean — quite rightly — feature heavily with their brilliant conversions, with other licences bringing up the rear.

### JULIAN'S TIPS

**REAL GHOSTBUSTERS.** It's not brilliant — but it's bound to spook the charts.  
**RENEGADE III.** It's a safe bet that this excellent beat 'em up will soon be riding high.  
**VINDICATORS.** A great conversion that's bound for the top.  
**BLASTEROIDS.** If this doesn't rock the charts, there's no justice in the world.

### OUTSIDE BET

**SANXION.** We reckon that this blaster could shoot up the charts.

It seems like you Commodore people are rich — plenty of full-priced games compared with the mass of budget games in the Amstrad and Spectrum charts. Ocean do themselves proud with three in the top four — two of their Christmas releases still hanging in there! US Gold's Kixx label offers the pick of the budget crop and their two games justifiably ride high, while the rest of the cheapies are a generally unexciting bunch.

### JULIAN'S TIPS

**RENEGADE III.** It looks good, plays better and is bound to hotfoot it up the charts.  
**VINDICATORS.** A great game that should tank it to the top.  
**BLASTEROIDS.** There's no reason why this shouldn't chart next month.  
**ADVANCED PINBALL SIM.** This cheap and cheerful budget title should make an appearance in the Top 20.

### OUTSIDE BET

**JOCKEY WILSON'S DARTS.** It's our bet that this darts game will sneak up the charts.

## SPECTRUM

1	Treasure Island Dizzy	Code Masters	75%
2	Robocop	Ocean	95%
3	Emlyn Hughes' Soccer	Audiogenic	93%
4	SAS Combat	Code Masters	79%
5	WEC Le Mans	Imagine	83%
6	Operation Wolf	Ocean	91%
7	Dragon Ninja	Ocean	81%
8	Street Gang	Players	78%
9	The Double	Alternative	83%
10	Joe Blade II	Players	80%
11	Werewolf	Mastertronic	68%
12	Knightmare	Mastertronic	69%
13	Adv Pinball Sim	Code Masters	77%
14	Pacland	Grandslam	77%
15	War in Middle Earth	Melbourne Hs	88%
16	Back to Skool	Alternative	87%
17	Double Dragon	Melbourne Hs	56%
18	Big Foot	Code Masters	82%
19	Leaderboard	Kixx	81%
20	In Crowd	Ocean	94%

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See the man (well I say man, dork would do as well) in this photo. See what he's holding? GOODIES! of them, each on every one a spin-off license, promo what'sit based on the hit cartoon series **Real Ghostbusters** (not to be confused with the dodgy Taiwanese copy called, we guess, **Unreal Ghostbusters**).

Examine this man from top to bottom, look at all the jigsaws, globby things, face masks, pens, magazines etc.

## YOU CAN WIN THEM ALL!

All you have to do to win every single Real Ghostbusters thing in the big picture above is to answer the following awsome-sly simple question:

**HOW MANY REAL GHOSTBUSTERS OBJECTS DO YOU THINK THERE ARE IN THE PICTURE?**



**▲ LOOK KIOS! A COMPLETELY BROKEN HELMET THAT'S NOTHING TO DO WITH THE GAME!**

## ARE YOU SURE THAT'S REALLY ALL THERE IS TO IT?

Yep. Just get a highpowered microscope \* and count up the exact number of objects in the picture. Write the total down and send it with your name and address to 'Dooooah I'm not really afraid of no ghosts as such' compo C+VG, Priory Court, 3D-32 Farringdon Lane, London EC1R 3AU. PLEASE NOTE, The Helmet being worn in the picture is completely knackered and nothing to do with Ghostbusters real or unreal. It shouldn't be included in your count. In total we won't even send it to you if you win. (Unless you insist) Closing Date for the Compo is May 16th.

**COUPON  
NAME**

**ADDRESS**

Having examined the picture very carefully I'd say there were \_\_\_\_\_ items in the picture.

☐ I'm sorry but I want the broken helmet (tick)

\* Obviously this is a joke. You don't really need a microscope to get the number of objects in the picture. An inspired guess would be ok most. On the other hand if you want to have a magnifying glass.



# AMERICAN ICE HOCKEY

BY MINDSCAPE

▲ Only 50-50 graphics but lots of on screen action info.

If the Americans take anything more seriously than the obliteration of World Socialism and the establishment of a Macdonalds on every street corner, then that must be their sports.

This huge seriousness about sport is, of course, reflected in the nature of their sports sim software. Compare home grown Match Day to TV Football — one is "pick-up the joystick and bop", the other, "study the manual and think."

American Ice Hockey — coming as it does from Chicago based Mindscape, falls firmly into the latter category, so be warned, this is not the sort of game that you can expect to be instantly playable. The game is part on-ice game-playing, part team management with, if

anything, the balance slightly weighted towards the management functions.

No matter how good your skills with the joystick are, you are never going to win the coveted Sport Time cup by reactions alone. Frontal lobes must be firmly engaged both within the game — by selecting strategies and on-ice players (although you can get the computer to do this for you), as well as the wheeling and dealing of trading players, recruiting new staff, etc. You can't expect to build up a winning team overnight either, so there is a load/save option that you will be using a lot.

This kind of complexity is good/news/bad news. Great if you like that kind of in-depth detail, irrelevant if all you want

are a bit stick-like, not overly colourful and do not zoom about the ice at a rate of huge knots. On the upside, the controls are responsive, and the feeling of momentum as you control the Centre (the rest are played by the computer, with an option for the goalie) is impressive.

Naturally, there are options to take out the opposing players, as well as the more conventional moves — but if you do this successfully you stand a chance of getting spotted by the ref and confined to the Sin Bin for a short period of time.

However, the on-ice parts of the game can only be described as competent rather than inspired.

Having said that, considering you have a interesting looking strategy section as an integral part of the game, and you like your prefer your sport sims cerebral rather than reflex, American Ice Hockey is a pucking good game.

JOHN COOK



▲ Get his legs! Get his legs!

to do is play ice hockey. Doubly so, considering the implementation of the arcade section of the game.

Viewed from an 'in the grandstand' perspective, both your team and the opposition's

PC	£24.99
Probably more suitable for this machine, with all that strategy, but it plays better than you'd expect as well	
<b>OVERALL</b>	<b>70%</b>

AMIGA	£24.99
Better graphics and sounds don't quite make up for slower mode section	
<b>OVERALL</b>	<b>67%</b>

CBM 64	£19.99
Ok if you've got a disc drive (disc version £14.99), otherwise loading is tedious.	
<b>OVERALL</b>	<b>69%</b>

ST	£24.99
<b>GRAPHICS</b>	<b>66%</b>
<b>SOUND</b>	<b>61%</b>
<b>GAMEPLAY</b>	<b>77%</b>
<b>VALUE</b>	<b>71%</b>
Ice Hockey simulation with heavy emphasis on strategic elements — recommended if you are that way inclined, dull if you aren't. Graphically unimpressive but lots of management elements.	
<b>OVERALL</b>	<b>70%</b>



As the people of the Bloodwyth awake to a new dawn, they find a stranger in their midst - from one of many races he has come. His task: to halt the demons that lie dormant within the Castle of the Bloodwyth.

Utilisation of the Crystals of Sengul will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate - even lie through your teeth! The fully implemented personalities of all the characters in Bloodwyth allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwyth for those that dare!

## ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!



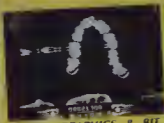
Atari ST Screen Shots



Amiga	£24.99
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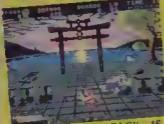
# GOLDEN JOY



▲ **BEST GRAPHICS 8 BIT**  
**ARMALYTE**



▲ **BEST GRAPHICS 16 BIT**  
**ROCKET RANGER**



▲ **BEST SOUNDTRACK 16 BIT**  
**IK+**



▲ **BEST SOUNDTRACK 8 BIT**  
**BIONIC COMMANDO**



▲ **GAME OF THE YEAR 8 BIT**  
**OPERATION WOLF**

**E**arlier on this year we asked you to vote for your favourite 8 bit and 16 bit games. We were swamped by literally thousands of replies which filled so many postbags the only thing that remained visible in the office was a tiny portion of Garry Williams' mighty stomach.

## THE SORTING

We hired a team of crack minions to open your entries, and count them. Placing thousands of ticks by hundreds of game nemas, counting and recounting — some didn't test the pace. As one minion collapsed from exhaustion another would be prodded into the vacant gap. Weeks went by until...

## THE RESULTS

C&VG now proudly presents the most definitive, reliable, utterly objective awards the computer industry has ever seen. You made these awards possible. This is what you think...

## THE AWARDS

### BEST GRAPHICS 8 BIT

**WINNER:** ARMALYTE from THALAMUS  
**RUNNER-UP:** NINJA II from SYSTEM III

### BEST GRAPHICS 16 BIT

**WINNER:** ROCKET RANGER from MIRRORSOFT  
**RUNNER-UP:** STARGLIDER II from RAINBIRD

### BEST SOUNDTRACK 8 BIT

**WINNER:** BIONIC COMMANDOS from US GOLD  
**RUNNER-UP:** ROBOCOP from OCEAN

### BEST SOUNDTRACK 16 BIT

**WINNER:** INTERNATIONAL KARATE PLUS from SYSTEM 3  
**RUNNER-UP:** STARGLIDER II

### PROGRAMMER OF THE YEAR 8 BIT

**WINNER:** JOHN PHILLIPS  
**RUNNER-UP:** MEV DINK/JOHN TWIDDY

### PROGRAMMER OF THE YEAR 16 BIT

**WINNER:** THE BIT MAP BROTHERS  
**RUNNER-UP:** JOHN PHILLIPS



▲ **CHRIS TARRENT**  
**J.R. AND OCEAN'S**  
**GARY BRACEY**



▲ **LEGENDARY SUPER-STAR CHRIS TARRENT**



# 4STICKS 1989



▲ **MAGNETIC  
SCROLLS  
ANITA**

▲ **THE MIGHTY  
BITMAPS**



▲ **OCEAN WIN A LOTTA  
PRIZES**



## BEST SIMULATION GAME 8 BIT

WINNER: MICROPROSE SOCCER from MICROPROSE

RUNNER-UP: PROJECT STEALTH FIGHTER from MICROPROSE

## BEST SIMULATION GAME 16 BIT

WINNER: FALCON from MIRRORSOFT

RUNNER-UP: INTERCEPTOR from ELECTRONIC ARTS

## BEST ADVENTURE GAME 8 BIT

WINNER: CORRUPTION from RAINBIRD

RUNNER-UP: INGRID'S BACK from LEVEL 9

## BEST ADVENTURE GAME 16 BIT

WINNER: FISH from RAINBIRD

RUNNER-UP: CORRUPTION from RAINBIRD

## BEST COIN-OP CONVERSION 8 BIT

WINNER: OPERATION WOLF from OCEAN

RUNNER-UP: R-TYPE from ACTIVISION

## BEST COIN-OP CONVERSION 16 BIT

WINNER: OPERATION WOLF from OCEAN

RUNNER-UP: PACHMAN from GRAND SLAM

## THE C&VG CONSOLE AWARD

WINNER: THUNDERBLADE on the SEGA

RUNNER-UP: R-TYPE on the PC ENGINE

## SOFTWAREHOUSE OF THE YEAR 8 BIT

WINNER: OCEAN SOFTWARE

RUNNER-UP: US GOLD

## SOFTWAREHOUSE OF THE YEAR 16 BIT

WINNER: MIRRORSOFT

RUNNER-UP: OCEAN

## GAME OF THE YEAR 8 BIT

WINNER: OPERATION WOLF from OCEAN

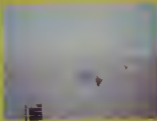
RUNNER-UP: NINJA II

## GAME OF THE YEAR 16 BIT

WINNER: SPEEDBALL OF THE YEAR

RUNNER-UP: STARGLIDER II

The Awards were presented to the winning software houses and programming teams at a prestigious event held at the Roof Gardens on the Sixth April. Show biz celebrity Chris Tarrant handed out the awards and a good time was had by all.



▲ **BEST SIMULATION GAME  
16 BIT FALCON**



▲ **BEST COIN-OP CONVERSION  
16 BIT OPERATION  
WOLF**



▲ **C+VG CONSOLE AWARD  
THUNDERBLADE**



▲ **GAME OF THE YEAR 16  
BIT SPEEDBALL**



▲ **GAME OF THE YEAR  
RUNNER-UP 16 BIT  
STARGLIDER II**



**C**halk up! If you've ever wanted to play Steve 'Interesting' Davis as a game of snooker, now's your chance. Well, not the real Steve, but a digital version who real thing. And after playing this new snooker simulation I'm inclined to agree...

Steve Davis is a traditional computer snooker game in one respect, that the proceedings are viewed from above. There's an options bar at the top of the screen with which you can

the cue, which is done by placing the cursor where you want to ball to go and pressing fire.

And that's it, in a nutshell. Steve Davis Snooker is a yark, but suffers from the same problems as all snooker games with aerial views — it just doesn't feel like snooker! Lining up shots is tricky, and the power bar certainly takes a lot of getting used to. Still, perseverance, as they say, reaps its own rewards.

# STEVE DAVIS SNOOKER

BY CDS

select the type of game — either ten or fifteen-ball snooker, UK or UK pool, UK billiards or Carom.

There's a one or two-player option, with six levels of computer opponent ranging from novice to Steve Davis, and you can choose whether the human or computer player breaks first. There are also demo, help and practice options and you can also set up trick shots, or replay a shot in slow motion.

The action is mouse-controlled, and the player is able to adjust the strength of the shot and put spin on the ball before aiming.

▼ If you don't make the shot, Steve will



## UPDATE

Steve Davis Snooker has been out on a hit for quite a while now, and although none have all the options on the 16-bit games, they're just as playable.



▲ Nice break! Just split up those reds a little more.

try Firebird's 3D Pool — it doesn't have the options of Steve Davis Snooker, but the action is far easier to get into.

JULIAN RIGNALL



▲ You even get those funny white gloves.

are we...), you're bound to enjoy the challenge of SDS, and with its myriad of options and levels, there's plenty of keep true enthusiasts amused for hours on end. Those who prefer their games more accessible are recommended to

**ST £19.99**

Identical to the Amiga version in all respects, and the same criticism applies.

**OVERALL 72%**

**AMIGA £19.99**

GRAPHICS	75%
SOUND	79%
PLAYABILITY	71%
VALUE	61%

A difficult, but brilliantly presented snooker game that's bound to appeal to fans of the sport. Those less enamoured aren't advised to queue up for it.

**OVERALL 72%**



▲ We loved those digitized rock graphics...

# JOURNEY to the centre of the EARTH

The highly intelligent amongst you will recall that Rainbow Arts is a German based company that has been turning out some not at all bad games. That's the good news. The bad news is that it has also been causing poor old US Gold 15 different types of hassle by making some of these games a bit too much like certain other games we could all mention (Great Gianna Sisters/Mario Brothers, Katakis (Denaris)/R-Type).

More good news — there won't be any trouble with Journey to the Centre of the Earth, as it's based on a novel by dead French author Jules Verne and is out of copyright.

The scam is that Prof Lindenbrock, his nephew Axel and sherpa Tensing or somebody, have just come back after three months mysteriously away. They claim to have been to the centre of the Earth. Cool!

Now being a sceptical type, you require further proof from them — and persuade them to go back, with you, and show you the way down. (You, by the way, can be one of four scientific types: Prof Gunnarson, Bourdon,

Rutherford or Rossi — each with different characteristics for instance: Bourdon is a fit but clumsy Biochemist/Mineralogist (and a smoker) while Rutherford is a whizz with the rocks, but is old, slow, yet enjoys wine.

Anyway, having made your choice, it's off to the Sneffels Volcano, Iceland and down the 3,000 foot Sneffels Chimney WHEN SUDDENLY — you swap discs and have a 25 second load (ST).

This now brings you to one of the four arcade sequences that you will run into during the game. There is a ramp zig-zagging its way up the screen from bottom right to top left. You control your figure left/right up the screen, avoiding the boulders and rocks which fall without warning

and in great numbers, from the top of the screen. If you get hit, you don't die — you lose a bit of physical strength. Get hit a lot and it's the big Game Over.

If you make it, you find that you have been separated from the rest of the party and now have to find your way on your own to THE CENTRE OF THE EARTH! Now, up to now, the game has been bits of sampled sound, good looking digitized screens of vast vistas across the windblown tundra, that kind of stuff. Neat.

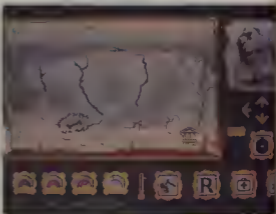
What happens next is the meat of the game — and it's a bit thin. There is a main playing screen with a map of the earth's core on one side, icons along the bottom and a picture of you and movement cursors on the right.

There's another bit where you have to avoid woolly mammoths stampeding down a narrow passage and a another bit where you beat off Terradactyls with a stick. None of these arcade bits will excite you for the simple reason that they're rather dull!

There's another bit where you wander round the bottom of the screen trying to catch drips of water to replenish your supply, but it doesn't help. There are more digitized pictures but lovely pictures do not a great game make.

Great concept — trying to mix strategy and arcade — but JTCOTE is sadly let down by uninspired game play, such that even at £19.99 it probably isn't worth making that epic Journey down the End of the Road to the software shop. Roll on Outrun Europa! **JOHN COOK**

▼ ... and the nifty maps. But



You have to move around the core clicking on the cursors each move you make takes up time and you get a short text description of the current location. Sometimes a random event occurs — usually bad sometimes you have to traverse an arcade section (either the

AMIGA	£19.99
Same not very wonderful game, but with slightly better looking graphics and some better sound	
<b>OVERALL</b>	<b>54%</b>

PC	£19.99
Nice looking CGA (for once not using the blue and purple palette) and decent EGA but deficient in gameplay stakes.	
<b>OVERALL</b>	<b>54%</b>

ST	£19.99
Ambitious mix of Strategy and Arcade let down by thin game play. Sampled sound and digitized pics show that Rainbow Arts were trying but there is nothing else of interest to the hardened gamer/player	
<b>GRAPHICS</b>	<b>65%</b>
<b>SOUND</b>	<b>60%</b>
<b>VALUE</b>	<b>40%</b>
<b>PLAYABILITY</b>	<b>47%</b>
<b>OVERALL</b>	<b>52%</b>



## ► 16 BIT C+VG MEGA DISCOUNTS FROM

○ k So you've got an ST or Amiga, right? Want some of the best software in the universe for it? Want some serious discounts on some of the best games around?

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# 16 BIT SAVE

## FALCON

The F16 simulation so realistic that you feel the G-forces when you play it! The game so real that the MUS military use it to train pilots. So real that we can't sell it to you if you're Libyan or Sagittarius (Wah?). Mindblowingly fast 3-D vectors can be yours on the Amiga for £22.50 or the ST for £17.50

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Please send me Falcon on Amiga — in return, have £22.50 ☐ (tick box).

My name and address is .....

# SAVE £7

## SKYCHASE

Skychase, the ultimate two player jet fighter game. It's you vs. a friend head to head with all sorts of job features such as sophisticated handicapping. Choice of jet types and at least three more. So fast you'll have to chain the machine to the floor, this is the game for all you Top Guns out there. And at £12.50, you'd be a real Fokker to miss it

ORDER FORM

I would like to get my checks off with Skychase ST for £12.50 ☐ (tick box).

I would like to get my checks off with Skychase on Amiga for only £12.50 ☐ (tick box).

My name and address is .....

# SAVE £12

## FERNANDEZ MUST DIE

The scene is set in a banana republic somewhere in Southeast America. There, an evil dictatorship rules — and there you are sent to straighten things out, all in the cause of truth, justice, BUPA and the Free Market Economy. In this shoot-em-up with a soul, strike your own blow for freedom at the socialist price of £10.99 — one player only

ORDER FORM

I want to eliminate Fernandez on ST for £10.99 — but shouldn't you be paying me to do this? ☐ (tick box).

I want to eliminate Fernandez on Amiga for £10.99 — but shouldn't you be paying me to do this? ☐ (tick box).

My name and address is .....

# SAVE £9

# T PRICES CRASHED!

Those nice Imageworks people will then send you the game of your choice at an astounding discount price. Now if that isn't the nearest thing to Free Money you're going to get this issue, what is?????

## BUT REMEMBER

Four things to remember:

- 1) Make cheques, etc, payable to Mirrorsoft Ltd.
- 2) Send voucher(s) and currency to **C+VG/Imageworks Free Money Offer, Mirrorsoft Ltd, Irving House, 66-73 Shoe Lane, London EC4P 4EB**, to arrive no later than July 31st
- 3) You might have to wait up to 28 days for your game to arrive
- 4) C+VG must be amazingly cool yet cuddly people to convince Imageworks to be so nice to you

## SPEEDBALL

The game you all voted as Game of the year — and what a choice! Speedball, the sport of the future where steel clad warriors kick the hell out of each other in an effort to win through to the top of the league or claim the most coveted prize of all, the Blood Bowl. Fast action, astonishing graphics, addictive gameplay for one or two players this can be yours on ST or Amiga for a mere £14.99 per copy.

ORDER FORM

Please send me Speedball on Amiga — here, have £14.99 ☐ (tick box).

Please send me Speedball on ST — here, have £14.99 ☐ (tick box).

My name and address is .....

## BLASTEROIDS

Third generation implementation of that arcade classic Asteroids — and what a game! Faithfully converted from coin-op to 16 Bit, the only thing that's missing is the coin-slot! One or two player action, it's you vs. Mukor — Master of the Galaxy — and almost all other confectionary for that matter.

ORDER FORM

I implore you to send me Blasteroids on the ST — I hope £9.99 is enough ☐ (tick box).

I implore you to send me Blasteroids on Amiga — I hope £14.99 is enough ☐ (tick box).

My name and address is .....

## BOMBUZAL

Probably the most innovative and original arcade/puzzle game to hit the streets last year. Produced from the Tortured minds of Tony Crowther and David Bishop, there are well over 100 levels to excite and infuriate you. At £10.99, this is the bargain of the millennia.

ORDER FORM

My life would be complete if you sent me Bombuzal ST in return for my £10.99 ☐ (tick box).

My life would be complete if you sent me Bombuzal Amiga for £10.99 ☐ (tick box).

My name and address is .....

SAVE  
£10

SAVE  
£10

SAVE  
£14



If looks were anything to go by you'd be forgiven for writing this football game off before you'd ever got around to kicking a ball — surely a game with characters this small can't be any good. Wrong! Kick Off is probably the most playable soccer simulation in binary history, incorporating fast action, smooth eight-way scrolling and, for better or worse, most of the atmosphere of the real thing.

Those looking for reams of statistics and individually named teams and players will have to look elsewhere: as all that's on offer here is a pair of teams — Red and Blue — competing on a plain pitch for anything between 10 and 90 minutes. Like a good TV presentation, the game display follows the ball, with a small scanner screen in the top left hand corner showing the rest of the pitch in miniature. A further navigational aid is provided by a small dot which shows the direction of the goalposts.

There are five skill levels (from Sunday League through to International level), four team formations to choose from and the option to compete in a single game (either one or two player) or an eight team league. The League option includes a Save/Load feature.

The options available may be little more than you'd expect and the display at best functional, but what makes Kick Off special is its playability and atmosphere — especially when there are a couple of rabid footie supporters cheering.

But while there may be a place for a little Wimbledon style aggression, a touch of South American finesse usually wins out — which can mean only one thing — practice. Gaining full control of your on-screen charges may seem awkward at first, but the

method used is 'instinctive' (a phrase borrowed from the unusually helpful instruction booklet).

The only fault I can find here, and indeed anywhere in the game, is the difficulty attached to manipulating the goalkeeper — but even this is no great problem, as left to himself he'll usually display the cat-like skills usually associated with Peter Shilton or indeed Billy The Fish.

Those who persevere should eventually find their outfield players dribbling dangerously, leaping great heights to head the ball, shooting and passing accurately, stopping the ball dead and performing every trick in the book — and even a few that

▼ Boy's ball, boy's ball.

# KICK OFF

here, right down to clever and practical methods employed in the game's two set-piece manoeuvres: Penalties and Corners. The techniques behind both can be practised before a match.

Well Brian, football is a funny old game but at the end of the day it's all about winning. The Amco lads gave 110 per cent, played their hearts out and after 90 minutes they've got a result — the lads done marvellous.

▲ Get ready!

aren't! Which brings us nicely onto the subject of the men in black.

The usual rules of soccer apply, and there's a selection of 12 referees of varying skill to make sure that they're adhered to. Persistent law breakers run the risk of being shown the yellow card — or even taking an early bath. Whatever the outcome, the player is kept informed by a terse text statement at the bottom of the screen and the time wasted is added at the end of the period.

Realism is the name of the game.

CIARAN BRENNAN

AMIGA £19.95	
The only differences between this and the Atari version are cosmetic. A brilliant football game.	
<b>OVERALL</b>	<b>88%</b>

ST £19.95	
<b>GRAPHICS</b>	<b>70%</b>
<b>SOUND</b>	<b>72%</b>
<b>PLAYABILITY</b>	<b>90%</b>
<b>VALUE</b>	<b>80%</b>
Probably the best ST footie game yet, especially if you're more interested in gameplay than graphic thrills. Highly recommended.	
<b>OVERALL</b>	<b>84%</b>

▲ On the head with...



# S. CHECK OUT THE GAMES.



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M.S. Gold Limited, Units 2/3 Malford Way, Malford,  
Birmingham B6 7AX. Tel. 0121 356 3366.

# BUDGET

Got a few quid burning a hole in your pocket? Fancy lashing out your spondoolicks on a budget game? Well, don't trust to luck or dodgy quotes on the back of the packaging — read C&VG's brand spanking new budget round-up and get the low-down on all the latest cheapies on ALL formats. John Cook and Julian Rignall report...

## ADVANCED PINBALL SIMULATOR CODE MASTERS



Advanced Pinball Simulator is, obviously enough, a Pinball Simulator — but not a particularly advanced one. It

**AMSTRAD £1.99**

Unrealistic ball control and lack of modern pin table features result in a faeklustrre

**OVERALL 50%**

features a pretty basic table with cargets, rollovers and two sets of flippers, but doesn't have anything like multiball, ramps or magazine.

The game doesn't play particularly well, so unless you're really suffering from lackofpinballitis, you'd be better off saving your dosh for Time Scanner, or one of the many other pinball games around...

## SUPERNUDGE 2000

MASTERTRONIC



"The best fruit machine simulator I've ever played" says well-known fruity-basher Julian Rignall. Dubious praise indeed.

What does Supernudge 2000 offer? Well, everything yer average one-armed bandit fiend could wish for — nudges, pound banks, super holds and all the other features you'd expect to

find on a modern fruit machine. There's a highscore feature for biggest wins, and the game is addictive and enjoyable.

**SPECTRUM £1.99**

Four reels and plenty of bells and whistles — without the pain of losing all your cash. Recommended.

**OVERALL 84%**

**AMSTRAD £1.99**

Colourful, but the reels move painfully slowly. Unlike the Spectrum, this version does get a bit tedious.

**OVERALL 69%**

## TETRIS MASTERTRONIC



**SPECTRUM £2.99**

The most playable of the 8-bit games. Totally addictive — a classic puzzle game.

**OVERALL 94%**

Tetris started life on a wind-up PC clone in the Soviet Academy of Computer Sciences in Moscow. Since then it's become one of the most converted games in the history of the world, a smash-hit coin-op worldwide, and is to become a hand-held game in the near future.

Why? Well, you tell us, and maybe we'll all become millionaires. But Tetris is laughably simple, infuriating and completely and utterly addictive, challenging both your mind and reflexes to their limit.

It's based on the rotation of shapes as they fall down the screen. You've simply got to slot them neatly into one another to stay alive. Sounds silly, but once you start playing, we bet you won't stop. Absolutely unmissable.

**C64 £2.99**

Brilliant to play and has a stunning 20-minute soundtrack. Your Commodore shouldn't be without it.

**OVERALL 94%**

**AMSTRAD £2.99**

Colourful, addictive and highly playable — the best puzzle game available on the Amstrad.

**OVERALL 93%**

## JOCKEY WILSON'S DARTS CHALLENGE

ZEPPELIN



aliens involved, you might even get your crumbly parents to join in. (But don't tell them we told you).

There are plenty of darts games on the market, but this is the first one to have an official license.

Does this make it a good game? Well, yes. Jockey Wilson's Darts is thoroughly enjoyable, with a neatly implemented 501, with head-to-head option, as well as a bonus round the clock game.

The opponents are pretty tough, and the gameplay is challenging and addictive. And, who knows, because there aren't

**AMSTRAD**

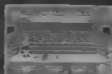
An enjoyable and challenging darts game — the best yet to appear. Definitely worth a go if you're a bit of a darts fan.

**OVERALL 86%**

# BONANZA

## BARRY McGUIGAN'S BOXING MASTERTRONIC PLUS

Mastertronic Plus is, as you might have cottoned on by now, the label that Mastertronic uses to re-run old full price games at budget price. This kind of equates to hardbacks and paperback in



and the product have faded a little with time, but if you want a competent cheapie sports sim, with a higher than average strategy ilk, then come out fighting to get this one.

**SPECTRUM £2.99**

An excellent boxing game which provides plenty of thrills and spills. Excellent graphics and gameplay

**OVERALL 74%**

the book world. Titles come out in hardback (full price) then afterwards get reissued in paperback (budget).

Back in 1985, Activision released this one — a boxing game endorsed by the then famous plucky Irish boxer Barry McGuigan. Both the endorsed

**AMSTRAD £2.99**

Better graphics than the Spectrum, and the gameplay is just as good. Highly recommended to boxing fans.

**OVERALL 75%**

## THE HIT SQUAD CODE MASTERS

Young David Darling describes this as, "Technically brilliant, ultra fast, infuriatingly addictive. HEGA blast 'em up! WICKED!"

Then again, he runs Code Masters. We think it's a fairly ordinary flick-screen jump and shoot game in similar style to Prebird's ageing Heardland.

It's not particularly addictive, but nevertheless provides adequate blasting fodder for the money.



CHOOSE YOUR CHARACTER

**AMSTRAD £2.99**

Don't believe the hype — this is an average shoot and explore game

**OVERALL 51%**

## LAS VEGAS CASINO ZEPPELIN

If you can't quite summon up the dosh to make it out to Vegas next year, then you might as well settle for Las Vegas Casino the computer entertainment, where you can put your shirt, tie and even Comic Relief boxer shorts, on the line without losing a penny.

Craps the most addictive gambling game in the Universe is covered (after a fashion), together with the more traditional Pontoon, Baccarat and Roulette, all under glorious joystick control

Starting off with £250, your target is to beat the bank and win £50,000 in total. Don't expect it to be easy — as in real life, more often than not you'll be on the street at the end of the evening without a penny to your name. Fun, if you like that sort of thing



Las Vegas Casino gives you the thrills without the spills. Can't be bad

**C64 £2.99**

Colourful and addictive. Those who enjoy gambling games should be in their element here.

**OVERALL 66%**

## FULL THROTTLE ZEPPELIN

**SPECTRUM £1.99**

It's fairly playable, but won't hold your interest for long. Try it only if you're desperate for a bike race.

**OVERALL 51%**

Considered a classic in its time, this ageing Digital Integration game looks decidedly ropey by today's standard

There are ten tracks to race around and plenty of opponents to overtake and bump into, but the controls are slightly sluggish, and there's attribute clash aplenty

If you're really after a

## DEATH CHASE ZEPPELIN



Here's a game that comes from the Spectrum's cobweb-strewn past. Death Chase was an early Digital Integration game and appeared way back in 1983. It's got primitive graphics, but at it manages to get the adrenalin pumping!

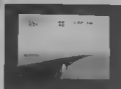
You race a hover-bike through a forest and have to chase after and blow up two renegade bike who ride similar vehicles to your own. And that's it. It's simple, but the going is fast and furious, with the trees getting increasingly dense, and laser levels shifting between night a day scene

Limited, but still highly addictive and exhilarating

**SPECTRUM**

It was a classic in its time, and the simple and addictive game still holds up today. Definitely worth the dosh.

**OVERALL 78%**



motorbike game, save up your dosh and try Super Hang-On or Enduro Race. If you're short of cash, you could always try Super Cycle, but that's only marginally better.

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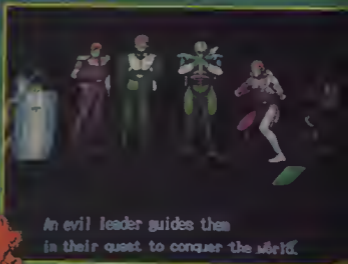
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HOT NEW TITLES INCLUDING A GAME  
WITH NO NAME...

## CRACK DOWN

who is playing  
the very  
interesting game  
Down on a screen  
where there are two players  
large and small  
one of a  
placing the bombs  
and the other is the enemy.  
I played from the start, you  
look down on the way  
the action of the relay-out  
the score rises  
one at a time  
score shows how you  
are doing  
where he plays  
where he will be killed  
with a bomb

b. 114 1. of the  
main tel y what  
weapon pow : you re how  
many bombs tel - placed  
and the l for - at  
what are cage l  
Ben or the a dy



The piping around the magnified section of the wing cap. This gives you a chance to meet the enemy face on, should

ammo left, and I was out of  
ammo and I was out of  
real quick. I was more up  
ute you can. The enemy

along the wa  
tump hum for a b 1  
to one combat  
you've pla te the  
inary beam- ke a run  
tomb before ty  
lude. And then 1 y o to the  
laid which s harder  
the enemy re omb and  
greater chal-ge  
Clock Down really  
playabl The tpr are very  
all bu re data led, end  
doe et urn the  
me ly

GRAPHICS	70%
SOUND	65%
VALUE	70%
GAMEPLAY	80%
OVERALL	75%

ry Route. Could this be a play on the battleground of Beirut?

This offering from Sega sums it in no way matches Crack Down's playability. The impressive title scene has you screaming in to the war zone in a jump jet.

Then the game starts as you leap out of the cockpit, cock your shotgun and wear into attack with a cry of 'Let's Go'. Your briefing is to infiltrate the enemy. The briefing obviously forgot to remind you to do this in stealth.

A panel at the bottom of the screen displays four weapons — shotgun, grenade, flame



e chance

Motor cyclists hit you next and come whizzing in from the side of the screen to attack. The battle doesn't let up for an



A The VTC plane crash in Bay Route.

thrower and a spitting projectile which rars in four directions when it hits an object.

The first section covers pretty rough terrain, next comes the airfield where an enormous wreck of a passenger jet lies. You have great fun dodging around this while trying to bring to earth a gang of jetmen. As these soldiers have the advantage of flight, it's not as easy as it sounds.

Then it's into an underground bunker, choc-a-bloc full of machinery. Watch out for the lumps of metal on chains. These are suspended above you and drop and flatten you given half

intent, and if you've got a two-player game going it's marginally more fun.

Bay Route is quite difficult to play. Not in the sense of mastering the controls, but in staying alive long enough to do the enemy some damage.

GRAPHICS	80%
SOUND	70%
VALUE	70%
GAMEPLAY	69%
OVERALL	72%

I think the whole theme of the game can be summed up by the brief instructions which say, "How to beat the Punk: Smash 'em." Well, that says it all.

To give you a fighting chance, pick up the weapons which the thugs drop — a knife, steel pipe or gun. These last only as long as you remain on your feet, but you can pack a hell of a welter with the steel pipe.

There's an element of dilliner here too — something I like and found quite surprising. Get on the wrong side of a steam roller and you're literally

## GAME WITH NO NAME

Fighting games, punch 'em up and the like are two-a-penny at the moment, but there's got to be something about this new game (so new it hasn't got a name yet) that's pulling the crowds.

Taking a turn at the controls means joining a queue.

A one or two-player with a couple of muscular heroes bashing their way through hordes of thugs and an assortment of delinquents.

The controls take a bit of mastering as there are three fire buttons which hit in combination to produce punches, kicks and jumps. Shaking the joystick from side to side wriggles out of headlock and lets you get up when you've been KO'd.

dropped as flat as a pancake. Very much in the Tom & Jerry cartoon style.

You're going to have to work hard at this game. It's a challenge and, once you've got the hang of the controls good fun, the graphics are reasonable and so is the sound — the gameplay it abuses overage. Nothing new, but it has the edge on similar games.

GRAPHICS	70%
SOUND	65%
VALUE	70%
GAMEPLAY	70%
OVERALL	69%





▲ The mission details unfold.

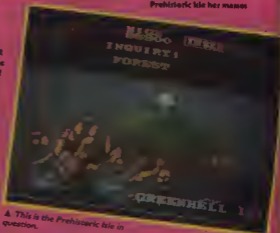
**B**ouncing Brontosauro and vast, terrifying swarms of Terradactyl (do they mean?) take the place of the usual mixed squadrons of aliens. In Prehistoric Isle. Well, sort of Prehistoric — there is an aeroplane in it...

SMIt has really put its creative mind to work and come up with a game that's a little bit different. The basic idea of flying up and down blasting everything in sight remains the same, but the nasties come straight from the mists of time.

So grab those controls and get ready for a challenging and

very fast blast 'em to bits. Picture the scene — in the background is dense jungle, all seems quiet when suddenly the peace is shattered by a herd of scaly Brontosauro and a small gang of Irate crowsmen.

Hit that fire button and let rip. The crowsmen leap up trying to grab your plane and the ponderous Brontos almost bounce into your flight path! There's no time to blink — out of the wide blue yonder roar flocks of Terradactyl warning to attack. These rapidly moving



▲ This is the Prehistoric Isle in question.

Targets are so difficult to put out of action.

However, there's a bonus waiting for you if you can pick it up. A huge egg floats through the air, shoot it and pick up the power symbol for extra weapons, speed and money points. And boy do you need the firepower when it comes to the end-of-level nasty.

The boys at SMIt have really gone to town on the graphics and if you've never met a real live Brachiosaurus you're about to now. It dominates the screen with a huge snake like neck on a massive body — it reminds me of the Loch Ness monster. Gaping jaws, masses of teeth

and the ability to snatch your plane out of the air and munch

After that there's no going back, and I had to go on in case what the next level had in store. And I wasn't disappointed. T-Rex makes an appearance and as well as another monster with a name as long as your arm. You fly through a sea and cloud raps which moves behind you at an incredible speed. More Terradactyls here. Then down to sea level for a quick blast at some killer theraps.

At the end of this level is a massive armoured Ankylosaurus which trundles along and lashes out at your flimsy little aircraft.

Prehistoric Isle has masses

going on, lots of action and very reusing soundtrack. A thoroughly enjoyable game.

**CHECK IT OUT!**

GRAPHICS	
SOUND	87%
VALUE	70%
PLAYABILITY	80%
OVERALL	85%



▲ Bomb and blast those poor dinosaurs.

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## ► ARCADE HIGHSCORES



### ARCADE HIGHSCORES

Welcome to the Official UK Arcade Highscore table, where Britain's greatest arcade aces get the chance to show off their top scores. If you're a potential champ and can score even higher than the players below, why not send in your scores on the back of a postcard or sealed-down envelope to: ARCADE HIGHSCORES, C+VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If you've got any hat tips, send them in too — there are C+VG T-shirts and bundles of software an offer far the best tips. Send your tips to the above address, and mark your envelope 'ARCADE TIPS' — and don't forget to state which computer you own.

#### AFTERBURNER

18,973,210 J Wallace (JAU), Staveley

#### ARKANOID

1,341,700 Chris Ford (CAF), Lancing, W Sussex

#### BLACK TIGER

2,100,050 David Lashley (TUF), London

#### CABAL

2,390,000 David Lashley (TUF), London

#### CHASE HQ

9,546,300 R Thompson, Tamworth

#### DOUBLE DRAGON

98,310 Jake Steven, Cranfield, Beds.

#### NARC

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#### SHAO-LIN'S ROAD

9,400,200 Chris Ford (CAF), Lancing, W Sussex

#### SIDE ARMS

1,846,800 Mark Boreham (BAD), Sudbury, Suffolk

#### SPLATTERHOUSE

232,000 Martin Deans, Portsmouth

#### STRIDER

128,200 David Lashley (TUF), London

#### TETRIS

172,600 John Rignall (JAZ), Brighton

#### THUNDERCROSS

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#### TOOBIN'

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#### VINDICATORS

419,900 Hua Li Lam (DRY), Leicester

#### WARDNER

12,025,275 Paul Stokes (PJ), Abershire

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These are C+VG's current favourite arcade games — and a definitive at-a-glance guide to the hottest coin-ops around.

- 1 NARC
- 2 HARD DRIVIN'
- 3 TETRIS
- 4 OPERATION THUNDERBOLT
- 5 GHOULS 'N' GHOSTS
- 6 METAL HAWK
- 7 CYBERBALL
- 8 SPLATTERHOUSE
- 9 NEW ZEALAND STORY
- 10 ROBOCOP
- 11 STRIDER
- 12 THUNDERCROSS
- 13 DOUBLE DRAGON II
- 14 APACHE 3
- 15 IKARI III
- 16 CHASE HQ
- 17 SAINT DRAGON
- 18 IMAGE FIGHT
- 19 MISSING IN ACTION
- 20 SUPERMAN

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2 The Great Escape	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
3 The Long Walk Home	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	
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*Nice O' Style*



**W**elcome to a new style of Helpline. We're planning to pack in even more information on your favourite adventures and role playing games but as you'll see we've dressed things up a bit...

Hope you like the new look, let us know. Meanwhile on with the tips...

# AD

## ADVENTURE CLUES

Help came this month from: Richard Jamieson, *Rothas*; David Lam, *NSW, Australia*; Mark Rooney, *Belfast*; and Colin Hayward, *Tottenham*; **BEYOND ZORK:**

Give the sea chest to the monkey grinder.

### WOLFMAN:

To kill the monster, wait eight times as he moves towards you. Then go west four times, howl at the rockface, and go

**W**ith the current output of 16-bit adventures, there are very few new decent quality cassette adventures for the 'old' machines like the Spectrum and 64. This gap is largely being filled by 'home grown' adventures, usually Quilled or GACked.

Seems like Sean McCutcheon is just about to have an embarrassing accident! "How do I get rid of the man in the toilet?" he asks. Well, we deal with all sorts of problems in the Adventure Helpline, but this one, from *Crichton Crazy*, has us beat!

Harvesting Moon is also bugging Sean. He can't kill the witchmaster, can't open the big door near the fire, can't get the cross from the altar, and is searching for a spanner.

David Portman of Stourbridge is in a spot of bother. He can't get across the gap in the bridge, in *Rigel's Revenge*. Every time he tries, he falls and dies. My question is this: Is he doing something wrong before he gets to this point, or is there, as rumours suggest, a bug?

Now here's a problem that's close to my heart! I've just been playing *King's Quest III* seriously for the first time, and not getting very far at all. Not even as far as Robert Goddard of Kidderminster, who has got everything he needs except the amber stone, but can't start to make any spells, even though he knows where to do this. Me, I can't even find the witch's wand, nor get half of the ingredients! Who can help us both out?



east to kill it as Wolfman.

### SMASHED:

Take the cat into the chopper, switch it on, and pull the joystick.

### QUEST FOR THE GOLDEN EGGCUP

Put all useless items in the tree

### JACK THE RIPPER:

Examine the knife closely — you will need part of it before the end of Part 1.

Behead the French doll, and remember what you saw in the mirror.

### DRACULA:

Before climbing down to Dracula's room, wait.

# ADVENTURE

## FRANKENSTEIN:

*Don't forget the picture of your parents before leaving home.*

## ROLE CALL

Welcome to the first edition of Role Call! Role Playing Games are similar to Adventures, but different inasmuch as to give help for an RPG is more often a matter of describing strategy at length, rather than listing fairly concise clues, cryptic or otherwise. So Role Call is an extension of the Adventure Helpline, in which, each

find it! He has also been asked: 'When is rock not rock?' and wonders what the answer can be?

Alan Hughes of Warrington is standing by some iron gates leading to Mangar's Tower, clutching a silver square and a silver triangle, wondering how to get through, and what to do with them, respectively. His problems are in *Bard's Tale I*.

Now for the goodies! Here's some help for those stuck in *Ultima IV*: The codex of ultimate wisdom is in the Great Stygian Abyss. To get in you will need Bell, Book, and Candle; the word of power; the key of three parts; the evil skull of mondrain; and the wheel.

And here, in detail, is everything you wanted to know about Arboria in *Bard's Tale III*, but were afraid to ask, with many thanks to Jim Lever, from London Cobrey in Herts. Jim, like many others playing *Bard's Tale III*, is now trying to get through Geldia, where he can't discover how to use the lever, ant, bolt, or spanner. Who can return the favour, and help Jim out?

## BARD'S TALE III — ARBORIA

Go to the Twilight Copse, 78-9W of the refugee camp, and cast the Arbo Spell. On arrival in Arboria, go to the city of Ciera Brannia, and find the Wizards Guild. Buy the Gill spell, and then head for the fisherman's hut 4N-6W of the city. While in the city, a visit to the Elven King might be useful.

Go into the lake, and fill at least two containers with

Water Of Life from the spring. Get an acorn from the oak trees, and proceed to Valerian's Tower. On the third level there is a large stone disk with an engraving of an oak tree with another stone disk. Plant the acorn and water it with the Water Of Life, and it will grow, taking the stone disk with it, giving you entry into the next level.

Get the Nightspear, and go to the Festering Pit, 3S-3E of the city. Find Islotha on the second level down. When you find him, hide your rogue in the shadows, so he can use his critical hit capability. You may lose some of your party in the ensuing fight, but don't worry about it. If your rogue dies, then run, and if you can, bring him back to life, for without a rogue in the shadows, Islotha can't be beaten!

As Islotha dies, his life force will be collected in the Nightspear. Get Islotha's head and heart, and take the head to Elven King, who will

grant you access to the Sacred Grove. Once there, find Valerian's tomb, but be warned — the eternal flame will burn you. Inside the tomb, put Islotha's heart in the bowl in the cavity of Valerian's body, and pour Water Of Life onto it. The heart should start beating, and a secret door will be revealed. Go through until you find the tomb with frescoes on the wall, and get the Bows and Arrows of Life. Leave the grove, and return to the city where you started, where the ground is very worn, and cast Enik to return to Skara Brae. Go in the Review Board for your bonus of 60,000 experience points, and your next mission.

Note that only a Chronomancer can cast dimension spells. He can learn them by talking to the old man at the Review Board, and should learn the next dimension's spells after each mission is completed.



▲ Oops... guess I should've gone north instead.



month, RPG problems and answers will be dealt with. Hopefully, I will be able to bring you at least one detailed rundown of part of a game each month — but that relies on you out there to respond to your fellow Role Players' problems!

First we have Dungeomaster. Who can come up with an answer for Michael Howes of Tamworth, who is stuck at the bottom of some stairs, facing a red plate with a keyhole, and some strange markings? Michael's problem is that he has neither the key, nor a clue where to

# CLUES

# A

## BEYOND ZORK:

*Grive the sea chest to the monkey grinder.*

## BARD'S TALE III

**ACORN** — Where?

Get it from the oak in Ciera Brannia.

**FESTERING PIT** — Where?

Three South and three east of Arboria city gates.

**GREY TOWER IN GELIDIA**

— To enter

Cast INWO, WIHE, and FOFD.

**NIGHTSPEAR** — Where?

Go up from the stone disk.

**RIDDLE** — To start Level 3

dungeon

The answer is **SWORD**

**STONE DISK** — To move

Plant an acorn by it, and water it with the water of life.

## DRACULA:

*Before climbing down to Dracula's room, wait.*

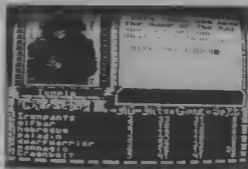
## FRANKENSTEIN:

*Don't forget the picture of your parents before leaving home*

## JACK THE RIPER:

*Examine the knife closely — you will need part of it before the end of Part 1.*

*Behold the French doll, and remember what you saw in the mirror*



▲ Bard's Tale III — source of a thousand questions!

## KING'S QUEST III:

**CABINET** — Where's the key?

In the wizard's bedroom — look on top of the closet.

**EAGLE'S FEATHER** — How to come by one

Watch out for the eagle flying overhead when you're out and about. He occasionally drops one!

**FI Y WINGS** — Where are they found?

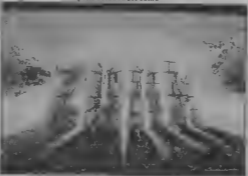
Check out the floor of the telescope room!

**MAGIC MAP** — Where is it hidden?

Look behind the cloaks in the wizard's wardrobe.

**MAGIC WAND** — Where is

▼ Beyond Zork — beyond solution for some



it?

In the cabinet in the wizard's study.

**MEUSA** — To kill

With a mirror.

**THIMBLE** — Where?

Look in the bears' chest of drawers.

**WIZARD'S WORKSHOP** —

Where is the secret entrance?

In his study. Look behind a book to reveal a lever, and then pull it. But beware of the cat!

## LEATHER GODDESSES OF PHOBOS

**ASSASSIN** — To beat him

Give him your sword.

**BLENDER** — To obtain

Get it by kissing the frog!

**CATACOMBS** — How to get in

First ask the 'correct' wife to kiss your kneecap.

**DECODING** — That coded message

Write backwards and substitute letter four apart.

**FROG** — To bring yourself to kiss it

Put halm on lips, pin hose with laundry pin, close eyes, cover ears with hands — and then do it!

**HEADLIGHT** — To get, once discovered

Tell Treat to climb down the rope — he's lighter than you.

**ION BEAM** — To pass safely

Cast the barge adrift from My Kinda Dock. When it has

passed the beam, use the black circle at the bottom of the well to get back to it.

**MACHINE** — To get it from the salesman

Trade the flashlight for it.

## SMASHED:

*Take the cat into the chopper, switch it on, and pull the joystick, to get the key.*

## WOLFMAN:

*To kill the monster, wait eight times as he moves towards you. Then go west four times, howl at the rockface, and go east to kill it as Wolfman*

# Z

# SEGA

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Addictive gameplay, incredible graphics combined with originality and a great sense of humor! C+VG March 1989



### 'R' TYPE

They come from a Dimensional plane close across the galaxy, menacing havoc and chaos from our system in star systems. With an evil that smashes all resistance with laser and havoc, the harrowing creatures of the R-Type Empire are now knocking on Earth's front door!

Is by far the best deal available in the Sega, as it gives without saying that no other item up for should be without it! C+VG March 1989



### CYBORG HUNTER

The year 2242 you are Pablin, the toughest bounty hunter in the galaxy. Masterpiece. Cyborgs are interesting to take control of the Universe under the direction of their evil leader. Vortex. Your mission is to gain access to Vortex's chambers and destroy him. So and easy enough? It isn't!

Historically exciting arcade adventure action packed! C+VG March 1989



### Y's

You are Ann Christian, a scientist who's wished where by the right and left of a baroque. You were found and sent by a lord and later by the emperor and he restored you to health. The living village at the edge of the great plain. Rising in the distance are a small mountain range with an ancient tower at its peak. That is the Tower of the Deceased. The emperor told you as they made the sign of the will eyes. It is the place within the troubles of our mind. As you watched the tower you know that your destiny would there.

The whole thing looks incredible - the best I've seen on the Sega. It's often death and playability and a sense of mystery for weeks. It's a must! C+VG March 1989

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► PC Engine

# MEAN MACHINES

## DUNGEON EXPLORER

**G**aunter has been a source of inspiration for many programmers, and there have been many clones and derivatives released over the last few years. *Dungeon Explorer* is one such clone, but stands head and shoulders above everything that's previously been seen. That might sound over the top, so let me explain.

At the start of a game there's a neat introductory sequence in which a mountain scene scrolls in five level parallax to show a gang of characters atop a cliff. The action then switches to a tavern, where the game characters are selected.

Up to five players can play at once (as long as you've got a five-player adaptor and enough joypads to go round), and the participants can take control of either a Fighter, Warlock, Witch,

Bishop, Bard, Thief, Elf or Dwarf. Each has his or her own characteristics (intelligence, strength, agility and charisma), represented by status bars which can be called up and viewed. The characters are also assigned hit points and hit power — in other words how much punishment they can give and take.

When all the players have chosen their characters, the game begins. The door of the tavern leads to the town, which has a giant castle at its centre. The town is surrounded by a dense wood, and three exits lead south, east and west — any of these can be taken to start the adventure.

Unlike *Gaunter*, *Dungeon Explorer* has a set map to explore, rather like a true arcade adventure. The land is split into 14 levels, each comprising many multi-screen areas. You can explore any area, but the higher the level, the tougher the

creatures inhabiting them.

Newcomers are advised to travel south, which leads to level one — and here the fun really begins. The game plays in the perspective of a first-person shooter, with players using a gun to slay monsters and creatures and attempting to reach the next Dungeon entrance.

Whenever a creature strikes a player, hit points are lost — if the total reaches zero, one of the character's five lives are lost.

The objective is to defeat the

evil king who resides in the castle (you can enter the castle and see him if you feel that way inclined), which is done by travelling through each level and destroying



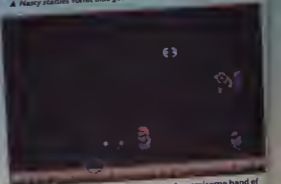
A Level one and lost already!



A Nasty statues vomit blue goo...



Somewhere in the teeming metropolis. "Verily, gadzooks and forsooth! Quiet tonight, innit?" "Indeed, hey nonny nny! wonder what's keeping ye regulars? Something's afoot methinks".



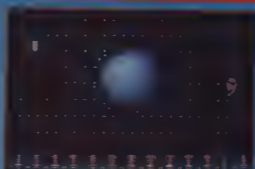
Meanwhile, in a Dungeon across town. A merry band of adventurers engage in some fistcuffs with a veritable monster. "Yolks!" "Ooyah!" "Yarod!" "Gnash thine choppers on this, evil spawn from hell, and get thee gone".



the game guardian on each one. These take a variety of forms, including giant tigers, dragons, carnivorous plants, wizards, witches and, on the last level, a particularly nasty demon. If he is destroyed, the king is deposed and your mission is completed. Fail, and you're doomed. Doomed!

When a guardian is destroyed crystals are released and are picked up by the players to increase their hit point capacity — essential if you are to survive on higher levels.

There are plenty of goodies to collect throughout the game, including extra hit power, potions of varying effect (temporary immunity, smart bomb and super hit power), turbo waffles for increased speed, healing salves and items to improve strength, charisma and



▲ Watch out — it's the level 14 fighter!

intelligence. As well as the main mission there are plenty of sub-missions (such as rescuing an imprisoned woman fighter who can be used in future games) and puzzles to solve — there's a particularly level which consists of a horrendously confusing maze of stairs and trapdoors.

*Dungeon Explorer* is stunning in every way.

The graphics are marvellous, with beautifully animated sprites, and atmospheric backdrops — the attention to detail is incredible. Sound is also superb, with a series of amazing stereo soundtracks — the sound effects also work in stereo, with explosions and sound effects coming from the left, right and middle, depending on where the action is happening — playing with headphones is a must.

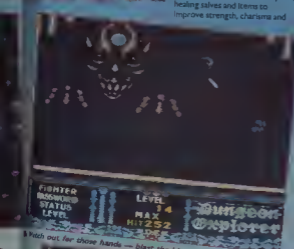
The gameplay is challenging, competitive in multi-player mode and very, very addictive, and the whole thing is brilliantly presented and packaged, with passwords being given after each

guardian is killed so you can continue from where you left off. An essential addition to any PC Engineer's software collection.

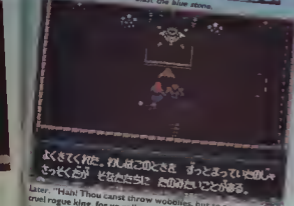
**JULIAN RIGNALL**



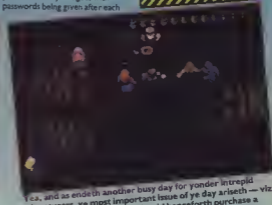
PC ENGINE £29.99	
GRAPHICS	93%
SOUND	91%
VALUE	84%
PLAYABILITY	95%
A Gauntlet game that offers superlative graphics, sound and gameplay. Quite simply, the best PC Engine game yet.	
OVERALL	94%



▲ Pitch out for those hands — blast the blue steve.



later. "Hah! Thou canst throw wobblies, but to no avail, cruel rogue king, for ye gallant heroes before thee hast the power to unseat thy scarabous behind from thy throne".



Yes, and as endeth another busy day for yonder intrepid adventurers, ye most important issue of ye day ariseth — viz, which of said stout yeomen should henceforth purchase a round of ye tavern's finest frothy mead.

► SEGA

# MEAN MACHINES

## GALAXY FORCE II

The original *Galaxy Force* arcade game was an early laser disk machine, and appeared back in 1983. However, by last year technology had progressed far enough to enable Sega to produce a sequel with similar gameplay and equally stunning visual and aural quality without the need of expensive and unreliable laser disk hardware.

And lo, *Galaxy Force II* was released — the most impressive game yet to appear from the Sega stable.

If you haven't seen the massive hydraulic coin-op, it's a 3D shoot 'em up, almost like *Afterburner* in an alien environment, but is far more complex than any of Sega's

other big 3D coin-ops.

The player takes control of an attack craft and flies solo missions into four heavily defended enemy territories, one of which is selected at the start of play. Each level is different, and includes heavily policed space and three planet scenes — volcanic, arctic and densely vegetated.

The action is viewed from behind your attack craft, and alien fighters and hazards whizz by. The enemy are blasted in two ways, either by laser fire (tricky), or by launching homing missiles at them when your automatic targeting system highlights an enemy object.

Whenever the craft is hit by

enemy missiles, or runs into an object, its shield is depleted, shown at the bottom of the screen. Should the shield be entirely depleted, the craft explodes and the mission ends.

The objective on each level is to fly right into the centre of the enemy stronghold in that particular area. This is basically a heavily defended long and winding tunnel which you have to fly down. Warnings are given for imminent twists and turns — hit the sides of the tunnel and the



▼ Don't get too close to one of those fiery fumaroles!



▲ The mega-carrier spacecraft whizzes overhead.

craft's shield is severely diminished. If you manage to reach the heart of the stronghold and destroy the target at its centre, that level is deemed complete and you can choose the next scene.

The *Galaxy Force II* coin-op is an impressive beast, with one 16-bit and two 32-bit processors controlling all the graphics and sound. Cranking it all into a comparatively feeble Master System must have been a nightmare, but amazingly Sega have managed to do it. Obviously corners have been cut, but overall the game has the atmosphere and playability of the arcade original. The graphics are a little jerky, but the sprites are excellent and the 3D effect is fast and convincing, particularly



▲ Aieee! Dodge tha flak!

when you come up against mammoth starcruisers in space, and tornadoes on the volcano planet.

Although four levels doesn't sound much, there's plenty to keep you occupied on each one, with loads of craft and landscape features to blast into oblivion. The gameplay is tough, but it's addictive and enjoyable and will doubtless keep blasting fanatics

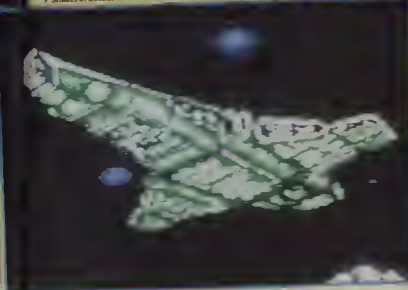
happy for weeks on end.

A brilliant conversion — if you're after an epic blast, look no further than this.



**JULIAN RIGNALL**

▼ *Shades of Battlestar Galactica!*



▲ *The Jellyfish of Doom attack!*



▲ Go on — be a real 'ard man and fly through those hoaps of fire!



<b>SEGA</b>	<b>£29.95</b>
<b>GRAPHICS</b>	<b>88%</b>
<b>SOUND</b>	<b>79%</b>
<b>VALUE</b>	<b>81%</b>
<b>PLAYABILITY</b>	<b>86%</b>

*A tremendous conversion of the technically stunning coin-op that pushes the Sega Master System to its limits.*

**OVERALL 90%**

# MEAN MACHINES

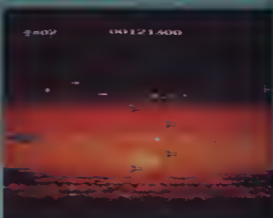
## P-47

Is it a bird? Is it a 'plane? Oh darn, you only needed two guesses. Yes, the P-47 in the title is a 'plane—a World War Two fighter winging its horizontal parallax-scrolling way over Nazi Germany, seeking to bring down the combined air, naval and artillery forces of the Third Reich singlehandedly. Not an easy task you might think, and

you'd be right.

You start the game with a piddly forward-firing machine gun, which is fine for some of your punier enemies which only need one shot before they explode into a ball of flame, but there are sturdier foes around which require multiple hits before they go down. What you need are (SURPRISE!) better weapons, and these appear amongst blasted wreckage in collectable pods.

Letters on the pods indicate



the add-on inside them. Add to your armoury with speedups, bombs, spread rockets or directional firepower, and prolong the game with the odd extra life.

At the end of each stage there's the usual mega-nasty to deal with. In the case of P-47, there're impressive Luftwaffe bombers and giant Panzer tanks which bombard you with all their might until you pump several dozen rounds of ammunition into them. These guys are horrendously tough to destroy, and just surviving their barrage of fire requires lightning reflexes.

Indeed, throughout the game, the odds seem quite heavily stacked against the player, and even the extra weapons don't help things as much as I would like. So, gaming novices be

warned—it's going to take an awful lot of practice (and probably an auto fire joypad) just to get onto the third stage.

PAUL GLANCEY

**PC ENGINE £29.99**

<b>GRAPHICS:</b>	<b>81%</b>
<b>SOUND:</b>	<b>77%</b>
<b>PLAYABILITY:</b>	<b>78%</b>
<b>VALUE:</b>	<b>73%</b>

A very tough arcade conversion, but veterans of computer wars past should find P-47's good blasting action both addictive and challenging.

**OVERALL: 79%**

# SON SON II

# NEWS

## 16-BIT SEGA'S HERE

If you're one of those people who're hating after a 16-bit Sega, you might be interested to know that Shogakukan software are currently selling the machine for £250.00. So if you want to be the first kid on the block with a Megadrive (it's certainly a mega-pope machine) write to: SHERMANA 655 GREEN LANE, LONDON N10 0J. For details. Or you can see the machine in Shogakukan's shop at 22 Tottenham Court Road, London.

## PAUL GLANCEY



the hero...  
ing text...  
obstacles, ch...  
course use whatever weapons  
that fall to hand to do over any  
rusty beasts which get in his way.  
Horned hobgoblins, monster  
plants and tiny blobs beset the  
hapless primate, but a prod of the  
fire button delivers a poke in the  
ribs with his staff. Exploded  
monsters leave behind fruit and  
other goodies which can either  
bestow energy, magic power or  
cash, in the form of Zennies.

The cash comes in handy at  
wayside shops, where little old  
ladies flog extra lives and fancy  
extra weapons, such as magic  
bombs and upgraded  
quarterstaves. The magic  
weapons, logically enough, draw  
on your magic strength, so saving  
them for the whopper baddies is



## NINTENDO CONVERTERS

Anybody who's all that scrummy  
Japanese software that's available for  
the Nintendo which you can't play on  
your UK machines? Well, you'll be  
interested to know that there's a  
converter available which plugs  
directly into a UK Nintendo. And  
best of all, it costs a mere £1.  
Brilliant, you say, but where can I  
get the software? I can't! Well,  
suppliers of the converter, Meriton  
Technical Services, have a catch-up  
of over 300 titles which includes  
all the best Nintendo software  
available. If you're interested, write to:  
MERITON TECHNICAL  
SERVICES, PO BOX 18,  
HILLENBURGH, G54 7DQ. Don't  
forget to enclose a SAE.

## COMING SOON ON THE PC ENGINE

There are some mega games coming  
out on the PC Engine in the next few  
months, the most impressive of which  
are Outrun, Thunderblade, Alien  
Blast, Shmool and Afterburner. Yes,  
indeed. Sega's top games will all soon  
be available, and from the pictures  
we've seen, are set to make the  
casual home computer versions  
look feeble by comparison.

Twins Mah! This is a vertically  
scrolling shoot 'em up in the mould of  
Flying Shark, is available in the next  
few weeks and is stunning. Mr. Angel  
has been playing it solidly since it  
arrived and reckons it's ruddy  
marvellous. Expect a full review  
next month.

Golf fans are catered for with a  
veritable god-die-bag of followwing  
games, with Winning Shot, Jack  
Backhaus, Secret 18 Holes and  
Nasal Caper all available soon.

There's also a Poot simulation, a  
wrestling game, an absolutely  
smoking shooting shoot 'em up,  
Fantomarc, Armed and interesting  
Space Harrier rip-off and WW II  
Spies.

Oh, by the way... don't buy Out  
Live or F. Place. Out Live looks  
brilliant, but you can't play it, cos it's  
all Japanese, and F. Place, the 16-bit  
and PC Engine game we've seen, is a  
long game that looks good, but it's  
boring beyond believe.

## PC ENGINE £29.99

GRAPHICS	80%
SOUND	71%
PLAYABILITY	68%
VALUE	65%

Platform fanatics will  
doubtless above this, but is  
won't convert any others to  
the genre.

## OVERALL 71%

# Computachoice - Mail Order

## Computachoice Top Twenty

The following offer represents what we think will be this month's top 20 titles.  
Orders are despatched promptly by First Class Post. All prices include VAT, Postage and Packing.  
Faulty software will be replaced without question. Please make cheques payable to "Computachoice".

Unlike some Mail-Order operators, we are a bona-fide established Computer Dealer with a large retail store based in Portsmouth City Centre.

All of our products are fully guaranteed and if you experience any problems with your order we will be happy to send a replacement to you with no questions asked.

This month's Top 20		Amiga	Atari ST	Spectrum	Commodore	Amstrad
1	Microprose Soccer (Microprose)	17.47	17.47	10.47	10.47	10.47
2	Operation Wolf (Ocean)	17.47	13.97	6.27	6.97	6.97
3	Robocop (Ocean)	17.47	17.47	6.97	6.97	6.97
4	Afterburner (Activision)	17.47	17.47	6.97	6.97	6.97
5	Populous (Electronic Arts)	17.47	17.47	N.A	N.A	N.A
6	Real Ghostbusters (Activision)	17.47	17.47	6.97	6.97	6.97
7	War in Middle Earth (Tolkien)	13.97	13.97	6.97	6.97	6.97
8	Double Dragon (Malbourne House)	13.97	13.97	6.97	6.97	6.97
9	Dragon Ninja (Ocean)	17.47	17.47	6.97	6.97	6.97
10	Running Man (Grand Slam)	17.47	17.47	6.97	6.97	6.97
11	WEC Le Mans (Imagine)	17.47	17.47	6.97	6.97	6.97
12	Falcon (Mirrorsoft)	19.97	17.47	N.A	N.A	N.A
13	Barbarian 2 (Palace)	N.A	13.97	6.97	6.97	N.A
14	R-Type (Electric Dreams)	17.47	17.47	6.97	6.97	6.97
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# PREVIEW

## CRAZY JET RACER — Probe Software

(No price or release date)

**L**est Christmas, Firebird's *Savege* hed Spectrum owners gasping at its riotously colourful, almost arcade quality which didn't really look like it was on a Spectrum at all. Probe are now producing the next gem along the *Sevaga* lines which uses similar, but much improved programming routines to give an even greater illusion of a Spectrum freed from the bonds of attribute clash and poopy sounds.



Purplebeard the Pirate confronts our fuel-filching hero. Time to get that plasma rifle out of the holster and demonstrate its destructive capabilities.

*Crazy Jet Racer* is a preproduction title for the game, which has yet to be signed up to any publisher (though Ocean are tipped to be the most interested company at the time of writing). In it, the jet-packing hero has to hunt the corridors of a space tanker looking for fuel pumps so he can

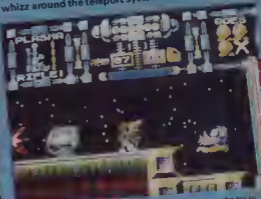


Bounce bombs away! Then duck under the magic lampshade and TELEPORT!



Here we are in the teleporter tube, with squares zooming at us in superfast 3D. Make sure you don't wander outside them or, heck, will you regret it!

"borrow" some go-juice for his *Astre Pod*, which has crashed inside the tanker. Predictable as it may seem, this tanker is infested with tons of space pirate creatures, none of whom like visitors, all of whom have a price on their heads. Obviously it's time to collect one of those exotic weapons that are cluttering the place up and start zonking. In between all the blasting there's just time to have a whizz around the teleport system and a quick go



Oops! The big-nosed alien dares death to all those who try to get past.

on the fruit machines. As you can see from the screenshots, Probe have put a lot of effort into the graphics, managing to splash liberal amounts of colour hither and thither without a load of eye-meshing clashes. Does this mean that all those cynics who said the Spectrum's tonky hardware spec was over the hill were wrong? At the moment the word "maybe" springs to mind...

## RVF — Microprose

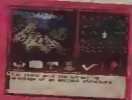


**M**icroprose have conspired with Honda to produce this rather alty motorcycle racing sim based on the RVF750 Formula One racing bike for their new MicroStyle range ( "Games for Adults" (7). Zoom your way around you favourite constructed speed tracks. The version we've seen looks well good — very fast with lots of speedy sound effects and plenty of speedy 3D thrills to make your adrenal glands go ape. Out on the ST initially with other versions to follow.

PRICES: TBA

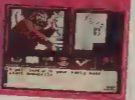
## TANGLED TALES — Origin

**C**oming up on the C64 is this fantasy RPG which puts you in the role of a sorcerer's inept apprentice, with three missions to complete and 50 characters to socialise with. Origin claim that they've tried to make Tangled Tales a change from the usual grim gothic RPG themes by injecting their own brand of quirky humour into the gameplay, and adding some pretty



smart graphics, as the screenshot shows. Out on the shelves as you read this

PRICES: TBA



## VETTE! — Mirrorsoft

**N**ot a game about French ledy enimal doctors — ho, no. Vette! (short for CORVette!) is the latest from Falcon folks, Spectrum Holobyte, and takes a simulation approach to driving games, with filled 3D vector graphics depicting a race against European sports cars through an accurate 3D model of San Francisco. Options include a choice of courses, a selection of

three Corvettes to drive, varying difficulty levels and numerous perspective views of the action. Sounds good? Well, you're going to have to wait for this one, as the ST and Amiga versions aren't due out until Christmas!



## OUT RUN EUROPA — US Gold

**A**fter pawning his Out Run trophy, that famed Ferrari driver found he had enough money to take his car and his girl on a European tour, and so it was that US Gold's blockbuster conversion spawned a sequel. France, Germany, Italy, Switzerland and good old Blighty are the countries forced to suffer your Sunday driving, and as you carve up the road

you can watch national landmarks scrolling past, complete with local forms of transport and typical weather conditions to contend with. S, for example, you get London taxis and buses driving around Big Ben in the rain, Citroen 2CVs going for a spin around the Arc de Triomphe in Paris, and so on. The game had been due "any minute" for about six months now, but this time we are assured that it definitely will be out at the end of June across all formats.

PRICES: TBA.



## XENOPHOBE — Microprose

**O**ne of Microprose's few arcade conversions. This was originally by Bally Midway and was for 3 players! Now it's converted as a two player on ST, Amiga, Amstrad and Spectrum.

It's split screen — like Spy vs Spy — with two players competing to destroy all alien life-forms on each level — a world of derelict space stations and moon bases. It's looking very good so far so we're optimistic. Conversion is by Visage which is the highly respected Imagitec in disguise.



# PREVIEW

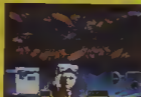


## NAVY MOVES - Dinamic

**S**ubmersible sabotage is the name of the game in Navy Moves, sequel to Army Moves. Like its predecessor, the game comes in two separately loaded parts. The first load is an arcade section covering your marine commando's approach to the enemy base in a power boat. After blasting opposing jet skiers, he dives overboard and swims through shark infested waters armed only with his trusty harpoon gun. Without turning a hair, he then climbs into a nearby minisub which gets him through octopi

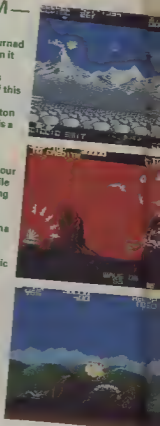
and shoals of moray eels, to the enemy submarine and the next load. You then have to wander the decks of the sub, beating pass codes out of sailors until you can get to the reactor room. Plant a bomb, get out, and Bob's your uncle, you win. Action-packed or what? Well, we'll see when it comes out at the start of June.

SPEC/AMS/C64: £9.95,  
ST £19.95, AMIGA:  
£24.95



## SILK WORM — Virgin

**I**t may not have turned many heads when it appeared in the arcades, but Virgin's Amiga conversion of this Tacmo coin-op has certainly attracted a ton of praise. Silk Worm is a game of horizontally-scrolling devastation, in which you end a partner of your choice negotiate hostile terrain in a missile firing helicopter and jeep, picking up shields and extra weapons along the way. The opposition is made up of inter-continental ballistic missiles, tanks, SAM launchers and whirlbirds galore. The ST and Amiga versions just missed out on a review in this issue, but they look purdy hot, bustar, so tune in next month for the review of those and the 8 bit conversions.  
SPEC/AMS/C64: £9.99,  
ST AMIGA: £19.99



## XENON II — MEGABLAST Imageworks

**T**his is it! The Bitmap Brothers' nifty 16 bit shoot 'em up at last has a sequel it promises to be! Like its predecessor, Xenon II is a vertically-scrolling blast, but the Bitmaps have been able to make numerous technical improvements, such as full screen,

super-smooth, three level parallax scrolling, with things to blast on all three levels! Even on the ST Amazing! Oh, and there's a funky hip-hop soundtrack by ace hipster-hopster, Tim Simenon of Bomb the Bass infamy. After all that, the superb graphics hardly seem worth mentioning, so we won't. ST, Amiga and PC owners keep an eye out for this one — it's bound to be the biggest shoot 'em up this summer.  
ST £24.99, AMIGA £29.99

## SKWEEK — Loriciels

This is the first release from Loriciels since they were taken under the corporate wing of US Gold, and it takes the form of an ultra-cutesy, scrolly arcade game in which Mr Skweek has to colour in all the tiles on each level, while avoiding or blasting the wandering fuzzia-wuzzies. Ha is aided in his quest for chromatic uniformity by



countless pickups which appear from time to time speedy boots, monster freezers, that sort of thing. Skweek is the epitome of the Jolly

Computer Game, and one which Mr Rignall rather aptly described as "the computer equivalent of The Birdy Song". How well it fair in



the ultimate C&VG reviewing test? Find out next month  
AMS £9.99, ST AMIGA £19.99

## RED HEAT — Ocean

As mentioned in FAX last month, Ocean have the license to this comedy copper movie which starred John Balushi and the inimitable Arnold Schwarzenegger. Special FX have programmed a scrolling beat 'em up which stars an Arnie shepad sprita wading through various backdrops from the film, knocking the stuffing out of no-good, drug-dealing, gun-toting bad-hats, fn between thumps Arnie

has to finish sub-games, such as wagging the joystick to break rocks in the palm of his hand, and putting together the pieces of a torn dollar bill and a broken key. The screenshot is of an early damo, which explains why it looks like it's in Cinemascope, but a lot of the aggro was already present and even the pacifist hacks present pronounced it "wall 'ard". Available some time around June.  
SPEC: £8.99, AMS/C64: £9.99, ST: £19.99, AMIGA: £24.99



## MICROPROSE SOCCER — Microprose (of course)

The Electronic Pencil Company were the programmers chosen to transfer Sensible Software's super C64 footy game onto the ST and Amiga, and, oh happy day, they've managed to keep all the features of the original. Banana shots, rainstorms, bicycle kicks, sliding tackles — the 'ra

all in there, and the game is set to come out alongside the Spectrum version in May. But the big question is, Brian, how will the gameplay compare to Anco's Kick Off, currently every ST Amiga owner's favourite game of footy? We'll find out — in the review next issue.

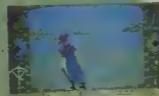
ST/AMIGA: £24.95



# PREVIEW

## LET SLEEPING GODS LIE — Empire

Oh, bit of a tacky pun in that title, eh! But seeing as it's their first game we'll let them off. *Sleeping Gods* is what experts would call a 3D adventure-arcade game, almost reminiscent of *Mercenary*. In it, you have to save Tessera from the despotism of a belligerent old wizard by finding your way through eight kingdoms to release an imprisoned god. On the way you'll come across the wizard peons, all keen to put an end to your quest by knocking you about a bit, but defence is just a matter of finding a good disguise or some medieval artillery and shooting monsters with it. Just to make life even more interesting, there's all sorts of picking up/putting down objects-type tasks too. We've seen a sample of the ST game and it



seemed to say "hmm, interesting". The full versions will be in our hands by next issue so you can read our critical appraisal of *Sleeping Gods* then.

## LICENCE TO KILL — Domark

Domark's previous James Bond licences have always been a tad disappointing, but this, the game of the latest 007 movie, promises to be something a bit more substantial. Jimmy is up against the

drug-smuggling forces of Sanchez, and he has to see them off in a helicopter chase, an underwater shark-shooting sequence, and, during the final scene, as he races after Sanchez's drug convoy in a stolen crop duster. If you think you can stand the pace, *Licence to Kill* is set for release across all formats in June. PRICES: TBA

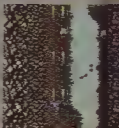
## POWER DROME — Electronic Arts

The 3D futura racer will be out in an Amiga-ised form in May, sporting all the features of the ST version and more. First and most important, EA have solved the overly

sensitive mouse control problem by putting in a beginner's mode, which magnetically holds the jet track in the centre of the track, thus putting a stop to those tricky swerving into walls manoeuvres. Expect extra-realistic sound effects, enhanced race graphics and even a full-screen race mode. Cor! Heck! Etc. AMIGA: £24.99

## GEMINI WING! — Virgin

Another Tecmo conversion from Virgin, which takes the form of a seven level, two player vertically-scrolling blast. Oh, and let's not forget those extra weapons. And that's about all there is to it, except to say that the early ST version, pictured here, seemed like hours of fun for all the family. Hopefully, it'll be in the shops around June, on C64, Spectrum, Amstrad, Amiga and, of course, ST. SPEC/AMS/C64: £9.99, ST/AMIGA: £19.99

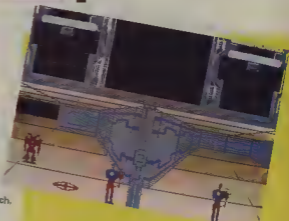




## SHINOBI — Virgin

**T**he Ring of Five are holding the children of the world's loaders to ransom, and saving our single ninjas work cheaper than twenty man SWAT teams, you've been drafted in to rescue them from their karate kid kaptors. Just travel

around the world, punch, kick and shuriken your way through piles of anti-Ninjas, then do over each of the five members of the Ring. Fans of the Soga coin-op needn't hold their breath for Virgin's conversion — well, you could, but you'd probably be dead before it's released in September on eight bit and 16 bit formats. SPEC/AMS/C64: £9.99, ST/AMIGA £19.99



## XYBOTS — Domark

**A**nother in Domark's series of Tongen arcade licences, Xybots is a one or two player blast which puts Major Rock Hardy and Captain Acw Gunn in a 3D maze full of psychotic cyborgs. The screen is split in two, allowing Rock and Ace to take separate routes through the maze,

knocking out robots and picking up cash, anorgy and super weapons. The demo of the Spectrum version we've seen looked pretty super-dupes (just like the other arcade game in monochrome in fact), but if you're desperate to see the other 8 bit games and the Amiga and ST versions, there's in the shops in June. SPEC/AMS/C64: £9.99, ST/AMIGA: £19.99

## BATTLEHAWKS COMPO

### BATTLEHAWKS 1942 — US Gold/Lucasfilm

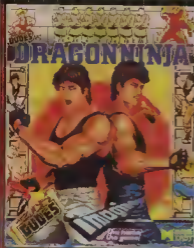
**J**ust a petite mention for US Gold's Battlehawks 1942, which should be out on the ST and Amiga as we speak (or write, even) at £24.99. As we mentioned in the HIT review a few months back, it's a simulation of air combat over the Pacific in 1942, and features nifty graphics and heaps of authentic touches to make simulation fans leap up and down in their flight harness. US Gold have also had some natty leather flying jackets run up, one of which they're prepared to hand over to the first person to write in with the name of Mitsubishi's famous Japanese dive bomber which played such a large part in the war in the Pacific theatre. Send your answer on a postcard to TORAI TORAI TORAI COMPO, C-VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.



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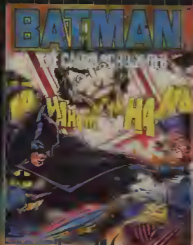


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